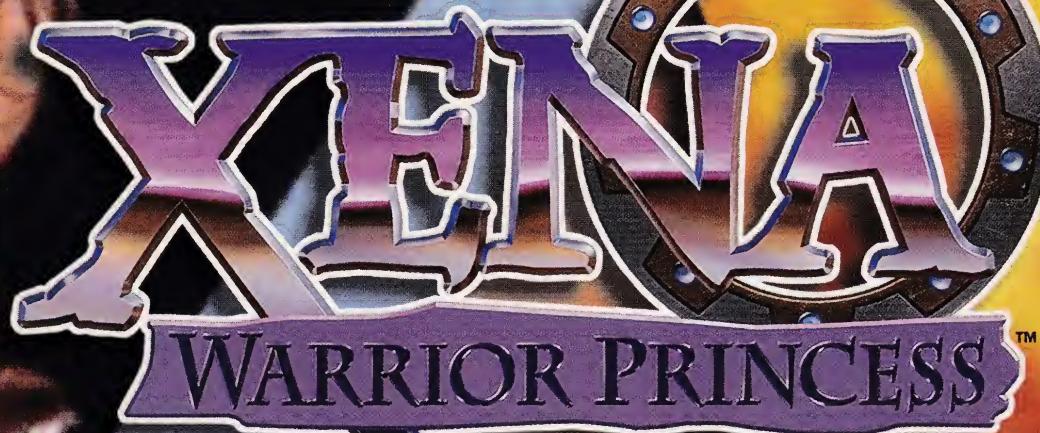


PRIMA'S OFFICIAL STRATEGY GUIDE

**MAGICAL
POWER-UPS
REVEALED**



XENA
WARRIOR PRINCESS™



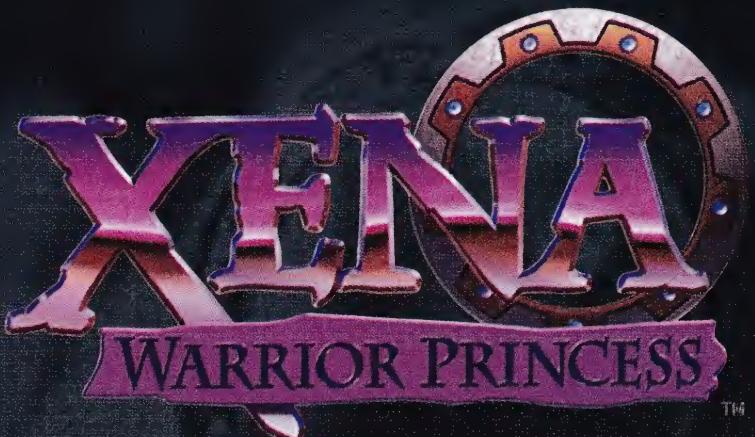
ELECTRONIC ARTS

Mel Odom





Prima's Official Strategy Guide



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Mel Odom

Prima Games

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Contents

Introduction	iv
The Story Behind the Game	v
How To Use This Book	vii
Savage with a Sword	viii
Cast, Power-ups, and Controls	I
The Road to Oebalus	7
Trouble in Oebalus	10
The Pirate King Pactolus	16
The Isle of Kronos	20
On the Trail of Gabrielle	23
Valarian's Castle	28
Valarian's Secret	31
Labyrinth	35
The Renegade Amazon Village	39
Rivers of Blood	42
Lost Temples of the Titans	46
Dyzan's Lair	49
Road to Hades	51
Traps of Charon	56
Hades' Castle	63
Village of T'ier Na	67
Rescue the Seer, Fei	71
The Lyre of Orpheus	75
The Three Sisters	80
The Challenge	84
Temple of the Pinnacles	89



The Story Behind the Game



t's finally here. A video game based on *Xena: Warrior Princess*, the highest-rated syndicated action show in the world. All of us here at the *Xena* offices have anxiously been waiting two years—two long years—for its release. We saw sketches, storylines, computer-generated Xenas and Gabrielles, terrains, polygons, animation, prototypes, demos. And at each stage, we just got more and more excited.

From the beginning, it always made sense to us to have a video game based on the series. *Xena* is the quintessential action hero. She's tough. She's cunning. And she's got kick-ass moves. And *Xena* isn't just a pretty face or an unbeatable warrior. No, she's much more than that. Our *Warrior Princess* has intelligence, a strong sense of morality, and above all, a big heart.

You see, *Xena* isn't about conquering the warlord of the week. It's about *Xena*'s struggle to find redemption and forgiveness, to escape her dark past and embrace the Greater Good. It's about the quest for spirituality, about seeking out and understanding her place in the world. It's about friendship and love and freedom.

So the question is, can a video game incorporate such ideals and still provide endless and completely engrossing entertainment?

The answer in this case is a resounding yes. *Xena*'s mission is to save her best friend Gabrielle from the clutches of the evil Kalabrax. She faces danger fearlessly as she attempts to track down and rescue her best friend. And she won't allow anything to get in her way. But she's not fighting for glory or treasures or kicks—she's using every skill in her arsenal to protect her friend and all of humanity from the vile machinations of Kalabrax. As always, *Xena* strives to serve the Greater Good, in the series and now in the game.

In order to accomplish her task, *Xena* must unlock the secrets of Gabrielle's whereabouts and her captors. Unlike most adventure games, *Xena* not only throws you into conflict with hordes of bad guys seeking to rip you apart limb from limb, but it forces you to think, to strategize, to analyze, to discover. Certainly, trouncing evil at every turn can be enjoyable on its own, but after a while you can get bored—and that's where the *Xena* game raises the action genre to a new level of challenging play.





And, yes, there's combat. A lot it. You can't even stand still for a second to get your bearings without five thugs showing up. I have to tell you, I love the chakram (you know, the round killing thing). I try to take out every adversary with a well-placed chakram shot, even if they're just a few steps away. I'm addicted. So sue me. Couple that with a wide array of amazing melee moves (some taken right from the series, some too complex for us to even attempt on set), and you've got one serious war machine under your control. I'm willing to bet that Xena could beat any other action heroine in a fight ... easy.

Bottom line: the game rocks! And I'm not the only one here at Renaissance Pictures who thinks so. I was there the first time Lucy Lawless played the game—she was a pro right off the bat (of course). She had, well ... herself ... spin-kicking, leaping, and chakram-throwing in no time, shouting, "Go, Xena! Go, Xena!" as she maneuvered the Warrior Princess through the levels. After a few minutes of watching her cyber-self perform gravity-defying moves without even getting winded, she started to worry that she might be replaced on set by an all-digital Xena!

For the past five years, the *Xena* staff (the writers, producers, directors, crew, and of course Lucy, Renee O'Connor, and the rest of our wonderful cast) has sought innovative ways of entertaining the world with tales of the Warrior Princess. The video game follows suit. And I think I'm qualified to make that judgment. Being an avid gamer and game designer (I worked on the development team for several RPGs, including *Star Wars*, *Indiana Jones*, *Men in Black*, and of course *Hercules & Xena*) as well as a writer for the *Hercules* and *Xena* series, I can tell you, I haven't found a game that 1.) so perfectly captures the ideals set forth in the property from which it spawned and 2.) is so much fun to play. Seriously, come over to my office, turn on the PlayStation, and you'll be playing *Xena*—I never take the CD out of the system! It might as well be a *XenaStation*.

I've been involved in this project for the last two years and have enjoyed working with the designers, the staff at Universal Interactive Studios, and the great folks at Electronic Arts. It's been a long road, but I couldn't be more thrilled with the results. I hope all of you out there are having as much fun as I am (just don't let the producers know I have that PlayStation and the *Xena* game in my office—I'll never get them out!). Now I just can't wait to get started on the next *Xena* game!

Good luck!

George Strayton



Introduction

W

Welcome to the wonderful world of *Xena: Warrior Princess*, brought to you by Electronic Arts and Universal Interactive Studios.

Can you yell an attack cry like a true Warrior Princess born? Can you deliver deathblows with a sword or staff? Can you flip and jump to avoid the multiple attacks of a group of enemies while delivering blistering one-liners? Well, if you couldn't before, you can now. You can even master the deadly art of throwing the lethal Chakram with arcs and ricochets that will cut your opponents down like wheat before a scythe.

The folks who put this game together have a love for the show and the world that's been created around this larger-than-life character. The game story line holds true, reminding fans of all the things that make Xena great. At the same time, though, it delivers gameplay that is going to draw in players who love fast action, a few puzzles, and the eye candy offered by the stunning visuals built into the game.

In this game, you're going to be immersed in the fantasy world where Xena lives and battles on. You're going to be given a quest that will require you to save the life of a friend, journey across grim and forbidding lands, face gods, and defeat one who would be greater than a god.

This is a tale spun from epic legend, salted with characters you may have had the chance to meet in the television show, and filled with enough excitement and true adventure to guarantee hours and hours of gameplay. Even after you've gotten to the end of this game, you'll find you'll want to pick it up again to try your luck just one more time.

Enjoy this romp with Xena, Warrior Princess, and throw light into the dark corners of the world where evil is usually sheltered. And most importantly: Battle On!





How To Use This Book

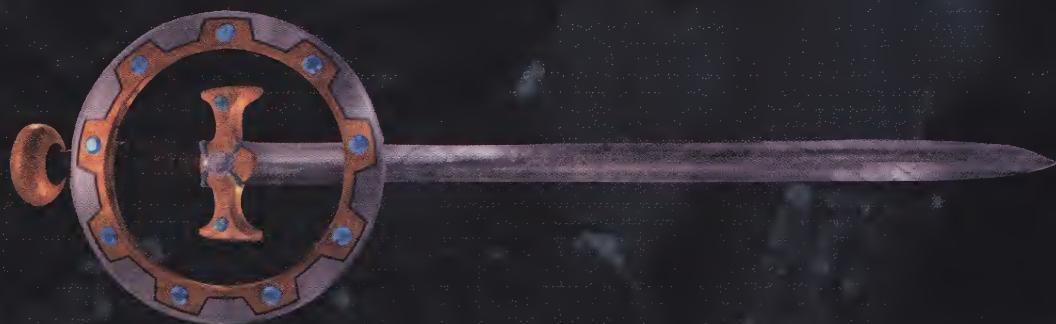


Xena: Warrior Princess is a very straight forward game with lots of excitement and fun. The strategy guide is laid out to help you through each level, through each challenge, and give you an edge on the opponents you'll face.

There are some hidden areas in the game, areas that you might miss during the heat of battle that will enhance or provide necessary power-ups to get you through a particularly tough area or foe. You'll also receive tips and instructions in these areas and levels that will help you get through them alive.

When it comes to the locations of the power-ups, especially the health potions, you'll soon discover that some randomness is involved. The guide will tell you that a health potion is in a vase OR barrel and you'll find that it isn't. But if you continue bashing and smashing the vases and barrels in that area, you'll find the potion soon enough. This guide aims to point out those random areas.

Since *Xena: Warrior Princess* progresses in a linear fashion, you won't have to flip back and forth through the book. Everything is laid out just as you'll get to it. Play the game and experiment with your own strategies; refer to the book if you need help and to enhance your own gameplaying.



Savage with a Sword!



At first, Lucy Lawless guest-starred as an evil character on the syndicated show *Hercules: the Legendary Journeys*. She was every inch the Warrior Princess, brash, bold, and powerful, determined to conquer as much of the globe as she could.



But her character, and the actress herself, won over that crowd of television action fans, and spread on from there to become a cult favorite all across the globe. Xena fan clubs sprang up everywhere, everyone pointing to the fabulous Warrior Princess as an icon of heroic proportions and a feminist role model.

Xena was born in Thrace, in the small village of Amphipolis. While she was still a young girl, the raider warlord Cortese attacked her village and held it under siege. Xena rose to the challenge and rallied the warriors of the town even after it was razed to the ground.



Xena's older brother Toris abandoned them, but her mother Cyrene and young brother Lyceus stayed with her while she warred against Cortese. Eventually, Xena's ragtag army successfully challenged the raiders and pushed them out of the village.



But in the heat of the crucible, iron is forged into steel. It was the same with Xena. No longer could she be the small-village girl she'd been so far. She became a true warrior and kept her army together. She trained the men herself, drove them to miraculous victories, and the whole time she learned still more about her chosen craft and destiny.



Xena traveled the globe, learning more and more about the art of war. However, in following the grim passion that filled her, she lost herself to the dark side of her psyche and became a villain, losing the title of hero that she'd once held. It didn't matter to the warrior princess. The only thing she trusted was a straight and true piece of steel and the fact that if a person was offered enough they would stay bought off.

When one of her lieutenants chose to ignore Xena's orders not to kill women and children, the Warrior Princess decided to leave her own army. In order to do so, she had to pass the Gauntlet, where the warriors formed two lines and hammered their victim with clubs as they passed through. Xena was the only person to ever survive it. Still, the physical brutality and the fact that she stepped away from everything she had known left Xena broken for a time.



Gradually, drawing on the teachings she'd gotten from O'Lila and Lao Ma, two of her teachers, and the words of advice Hercules had given her, Xena rebuilt herself. She concentrated on the good side of herself, holding back the dark evil that had always been a part of her. She once more became whole, a threat to be reckoned with.

In her journeys, she was joined by Gabrielle, a young girl the Warrior Princess saved from Draco, a raider. Gabrielle left her village in the dead of night and went to join Xena even though the Warrior Princess forbade it. Gabrielle is the truest friend Xena has ever known.

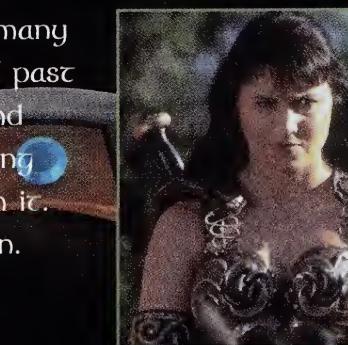


Gabrielle's chief talents lie in her story-telling abilities. She was even offered a scholarship to the Athens City Academy of the Performing Bards, but she turned that down to stay with Xena. With her last breath, the Amazon Queen Terreis named Gabrielle an Amazon Princess. They trained her in the ways of war, making more of a warrior of her. Now she fights at Xena's side.

Xena's own skills and natural inclination toward war may not be just from the experiences she's had. The possibility exists that her true father may be Ares the God of War rather than Atreus. However, she doesn't want to acknowledge or even pursue that line of thinking. She and Ares don't get along well.



Even now, Xena's travels take her many places. In many of those regions, she's tempted by gods, goddesses, and past acquaintances to return to her old ways of warring and pillaging. She lives with her dark side every day, knowing that if she gives in to it, she may well not return from it. However, through it all, she has Gabrielle to depend on. And no matter where she goes, Xena will always be a Warrior Princess!



Cast, Power-ups, and Controls

Cast



While playing *Xena: Warrior Princess*, you're going to come across a number of people and things. This brief guide will introduce you to them and give you an idea of who to look for and who to look out for.



First, there's Xena, the warrior princess herself. She's the character you'll be playing. Though she's tough and a veteran of several wars, and deadly in a number of martial arts and with weapons, she can still die if you're not careful.



Gabrielle is Xena's best friend and sidekick. She's also the only voice of reason that Xena will listen to in the heat of battle. Although she's a seasoned and capable fighter, she isn't in Xena's league and often goes up against enemies that are easily her match.



Ares the God of War has had an ongoing fight with Xena for years. He's never to be trusted, because even when he's on your side, it's always for his own reasons.



Even though he's God of the

Underworld, Hades keeps on top of things happening on the surface world as well. He and Xena know each other from years back, and he still owes her a favor that she's going to have to call in on this adventure.



Pirates abound in the early levels.

Use the Chakram from a distance to kill the ones holding hostages. The Chakram does more damage against them than the sword.



The pirate king, Pactolus is easily the

fiercest pirate around. When you face him, you'll have to be aware of his weakness to low blows if you want to put him down without suffering too much damage.



The Cyclops is a one-eyed mountain of a monster. Beware of him as you go adventuring in the mountains, and use the special tactics given within that section to drop him down the mountainside to his doom.



King Valarian's soldiers are little more than well-trained thugs. Watch out for them because they attack in packs. Use the Chakram to whittle the odds down from a distance.



The troll that guards the bridge to King Valarian's castle is huge and deadly. However, he has one weakness: bees. If you can find some, you can cause him to plummet to his death.



King Valarian has a secret. He's not only human, but he's also a Minotaur. In his human form he can be easily overcome, but as the Minotaur he's almost invulnerable to attack. Only the Chakram can end his menace.



Spiders lurking in the Minotaur's maze are huge and vicious looking. However, sword or Chakram will easily kill them. Watch out! They usually aren't alone.



Amazons, fierce fighting women, are some of the best-trained fighters in the land. Xena will do best against them if she uses the staff rather than the sword. Staves will be found throughout the levels where the Amazons are.



Evil Queen Narsus rules the Amazon tribe that captures Gabrielle. She's a fierce fighter, but if you use your speed and warrior skills, you'll defeat her.



Dyzan is a formidable opponent and guards the gate to Hades proper. This great dragon is also at home in the environment, but that can also be used against him. Throw the Chakram at the stalactites on the ceiling overhead to kill him.



Undead warriors rise from the ground once you're in Hades. Although you chop them up, they'll pull themselves together and come at you again if you don't treat them to a final death. Use the Chakram every chance you get to cut down on the odds. Also, the Chakram does more damage against them.



Stone golems are tough to kill. Their only weakness is lava. Luckily, in Hades, there's plenty of that to go around!



Charon, the boatman who travels across the River of Dead, will take you into Hades's inner realm. But the passage must be negotiated.



Wraiths are untouchable, but their touch means instant death. The only good thing about them is the fact that they move *really* slowly. They guard the Well of Condemned Souls. You have to figure out the secret there to turn the well on—and manage to stay out of their grasp while you do it.



Druid soldiers are the best warriors you've encountered so far. Usually they attack in pairs, so keep your guard up and show them no mercy.



The Seer of T'ir Na, Fei, is an ally who can lead you to the fabled Lyre of Orpheus, a musical instrument you're definitely going to need in your quest.



Yat, the Druid Sorcerer, is as evil as they come. You can't take him down in a one-on-one battle, but he can be wounded. When he retreats, pursue him into his hiding spot and use his totems against him.



The Gorgon sisters have a baleful stare that will turn you to stone and kill you. However, they're vulnerable to sword steel and extremely vulnerable to a Chakram wielded with deadly accuracy. Hit them in the neck with the Chakram and they will die instantly. Beware of their whipping tails.



Dryads are reanimated skeletons with wings. They're fierce fighters but they can't stand up to swords for long. Use the Chakram to knock them out of the air before they have the chance to swoop down on you.



Ogres are incredibly tough. You can't kill them with sword or Chakram. When you reach their domain, battle them and knock them over the sides of the ledges they guard to get their secrets.



Kalabrax was once a spy used by the Titans against the gods. Her special power is the ability to see anywhere in the world. Because she worked against the gods, they imprisoned her in a stone temple. Over the years, with her special powers, she gained the wisdom to escape the temple and turn into human form. She also gained a lot of magical knowledge that she's using in an attempt to overthrow the gods.



Although *Xena: Warrior Princess* comes across as a fighting game, it's also one of strategy. Xena, and you, are awarded karma points for rescuing hostages and for not taking lives unnecessarily.

You have the ability to sneak up behind your opponents and sword bash them in the head to knock them out. Whenever you've been merciful enough, the Karma Meter will fill up and Xena will radiate a soft golden glow. During this time she can perform double-strength attacks.

Power-ups



Scrolls provide hints and clues. Most are found in easy-to-get-to places.



Blue health potions return Xena's health to her after she's been wounded.



Finding a Resurrection Jewel ensures that you'll get one more chance at a level even after you die.



You can collect four sword upgrades throughout the game. They permanently affect the damage Xena's sword does for the rest of the game.



You can also collect four armor upgrades to bump up Xena's armor throughout the game.

Magical Power-ups

To use any magical power-up stored in your inventory, press **SELECT** to bring up the inventory, then use D-pad arrows to choose the one you want, and press **X** to actually use it.



Frost Biter. This magical power-up freezes and shatters any enemies Xena hits after activating it.



Golden Shield. Once you use this power-up, Xena becomes invulnerable for a short time.



Hand of Zeus. This power-up gives Xena the temporary ability to throw lightning bolts—like Zeus—that knock out her opponents.



Promethean Blade. Once you have the Promethean Blade in use, any enemy you hit will become covered with flames.



Super Chakram. Use this to instantly obliterate every enemy on the screen at the time.

Controls

Basic Moves

X makes Xena slash with her sword.

■ makes Xena kick.

▲ makes Xena jump.

D-pad plus **L1** plus **L2** makes Xena do a long jump.

● makes Xena block.

D-pad plus **L1** allows Xena to run. You can also reset the Default Move under the Options menu to Run instead of Walk.

R1 allows Xena to look around.

R1 plus **X** throws the Chakram. To guide the Chakram while it's in flight, press and hold **R1** and use the D-pad to select up, down, or one of the sides.

D-pad plus **L1** plus **■** makes Xena do a rolling tumble.

D-pad plus **L1** plus **X** makes Xena do a running slash.

D-pad plus **L1** plus **▲** makes Xena do a frontflip.

Advanced Moves

Press D-pad arrow in opposite direction Xena is facing plus **X** to perform a 180-degree slash attack.

Press D-pad arrow in opposite direction Xena is facing plus **■** to perform a 180-degree kick.

Continually press **X** plus **■** to do a 360-degree spinning attack.

Press **■** plus **●** to do a 360-degree kick.

Press **X** plus **●** to deliver a groin kick.

Press D-pad arrow toward an enemy plus **■** and **▲** to do a bicycle kick.

Press D-pad arrow in the opposite direction Xena is facing plus **▲** to do a backflip.

Press and hold **●** and single tap the D-pad to do a cartwheel.

Press and hold **●** and single tap the D-pad in the opposite direction Xena is facing to do a back handspring.

Press **X** while standing behind an enemy to sword bash him.

Combinations

Press **X** twice to double slash with the sword.

Press **X** three times to triple slash with the sword.

Press **■** twice to double kick.

Press **■** three times to triple kick.

Press **X** then **■** then **X** to perform a slash, kick, slash combo.

Press **■** then **■** then **X** to perform a kick, kick, slash combo.

Press **X** then **■** then **■** to do a low spin kick combo.

With all these moves and power-ups awaiting you in the game, there's no way you can fail. Battle On, warrior!

The Road to Oebalus



Leena senses trouble. She hurries down the path to the little seacoast village of Oebalus. Her friend Siras has told many tales of pirates sailing these coastal waters. Ominous columns of black smoke rise in the distance ...



Step onto the worn path ahead

and carefully look around. Things are going to happen quickly.



Get the first Scroll on the trail.

Quickly follow the trail to Oebalus ... and watch out for pirates along the way.



Look in the tall grass to the immediate left of the Scroll past the big rock to find the first health potion.



Keep going along the trail, past the first signpost that announces the way to Oebalus.



Find and fight your first pirate only a little farther on, near the second Scroll.



After you defeat the pirate, pick up the second Scroll.

Hint: To throw the Chakram, first press and hold **R1** then press **X**. Adjust the height by using **↓** and **↑**.



Halt beside the low stone wall to the right.



Hop over the side here to get

a sword upgrade allowing you to do more damage against your opponents.



Be careful on this stone wall

here. If you fall off, you'll have to make your way back around.



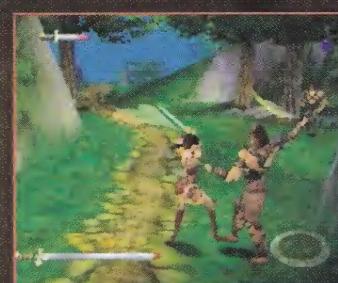
Hop back over the low stone

wall to keep going along the trail. You could keep going forward, through the water. But this way guarantees encounters with the pirates.



Just past the next signpost,

another pirate erupts from the forest ahead. Kill the pirate and keep moving forward.



The next curve in the path

reveals a couple more pirates. Kill them quickly and get back on the trail.



A really big pirate greets you

beside the small waterfall ahead. Swing that mighty sword and put him down.



Turn to the right and look up the incline. At the top of this is where you got the sword upgrade. There's nothing there now.



Before you cross the bridge,

look out into the waterfall area. See the health potion on the small spit of land in the water?



Jump out to the spit of land to get the health potion.



Return to the small bridge and cross.



Kill the next pirate that challenges you.



Turn right on the other side of the bridge to spot another health potion.



Walk over and get the health potion. Jump back up the hill to get to the trail.



Go through the stone arch ahead to reach Oebalus, where the population is dropping like flies.



Battle the pirates that immediately step out of hiding. More of them are behind the trees.



Talk to Siras to get a cryptic message. He dies before he can tell you exactly what the pirates are looking for, ending this level.

Trouble in Oebalus



Xena's friend Siras is dead! Pirates are sacking the town! The villagers are in chaos as the raiders attempt to take innocent hostages. But Xena has a score to settle ...

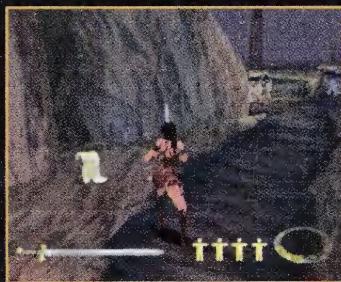
NOTE

It's important that Xena save every hostage she can. The warrior princess gets a health potion for nearly every one of them.



Use the Chakram to take out

the first pirate chasing a villager in front of you. This villager doesn't count as one of the four you must save, but it's good practice.



Take the Scroll to the left of the trail ahead.



Fires have been set to many of the buildings, so black smoke stains the sky.



Follow the trail on into the town.



Outmaneuver the pirates that may attack you between the arches. Stay away from the water.

Caution

When you first encounter the pirates in the village while you're beside the water, be careful. If they force you off into the water, you die. Leap over them or get around them to put the water at their backs. Then make sure they don't maneuver you into it again.



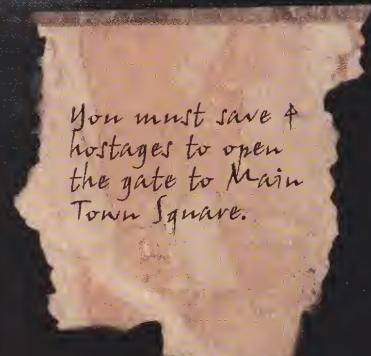
Use the Chakram to kill the pirate ahead and save your first hostage.



Kill the other pirates that step up to challenge you.



Let the Chakram fly to save the hostage behind the house. Get the health potion left behind.



NOTE



The Chakram is a truly awesome weapon. Once you throw it, you still retain some control over it with the D-pad. You can swing the Chakram left and right as well as up and down, and ricochet it to hit more opponents in crowded circumstances.



Turn right instead of following the trail. There are more hostages to find and save in this area first.



Pick up the health potion left by the first hostage.



A pirate jumps out at you as you walk near the trail leading up. Kill him and walk behind the house on the right.



Ignore the trail leading up that the pirate jumped out from. Go to the left, back to the main trail.



A Scroll occupies the area to the left of the main trail as it goes up. Get the Scroll.



Once you have the Scroll, turn to the left to find a Super Chakram power-up.

NOTE



The Super Chakram will seek and destroy nearby enemies. To select it and use it, press **SELECT**.



Before you trudge up the incline, walk



incline. Before you can get to the top, a knife-throwing pirate attacks you from your right.



Return to the main trail and go up the



Use the Chakram to kill him.

NOTE

Guide the Chakram while it's in flight by using the arrows on the D-pad while it lethally sails along! The Chakram has definite guided-missile potential.

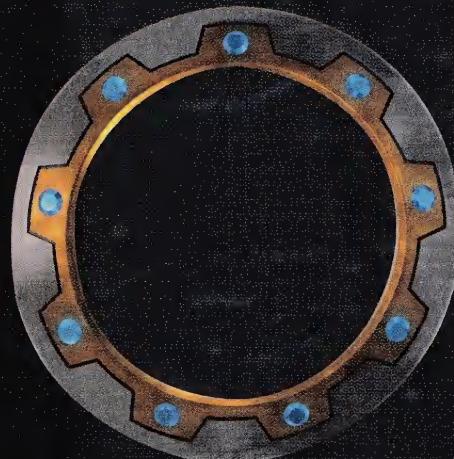


Continue up the trail. Ahead

and on the left is a signpost, but if you look between the two buildings to the right of the signpost, you'll spot another health potion.



Kill the pirate in front of you but stay back from the second pirate and hostage.



Walk to the right behind the

house. You're attacked immediately by a pirate, but when you turn around, you see another pirate with a hostage.

Throw the Chakram to kill the

pirate holding the hostage. Pick up the health potion left behind.

Caution

This is a tricky situation. If you fight the first pirate here and accidentally get too close to the second pirate, the second pirate will kill the hostage. The strategy here is to stay back from the second pirate while you kill the first. Any time you get too close to the pirates they'll kill the hostages unless you prevent it using the Chakram.

Caution



Be careful if a pirate at the water's edge attacks you, because you could get knocked into the water and drown.



Walk across the trail and behind the house on the other side to find another hostage. Save the hostage and take the health potion.



until you spot the haywagon. The ship's archer will also draw down on you.



Walk back between the two houses. If you get too close to the pirate ship, an archer shoots arrows at you.



Behind the haywagon to your left is another pirate with a hostage. Kill the pirate and take the health potion.



Turn to the left again without moving



rescued the second hostage is a Golden Shield power-up. Collect it.



Go back to the haywagon. It's time to take care of that pesky ship's archer.



Kick the haywagon until it rolls toward the ship.



The haywagon smashes into the pirate ship.



Damaged by the haywagon, the pirate ship settles lower in the water.



Approach the ship.



It takes a running jump to get onto the ship's deck.



Turn right and spot the ramp leading up. To the left is a Resurrection Jewel.



Get the Resurrection Jewel.



NOTE

The Resurrection Jewel works only once to restore Xena's life and return her to this location.



Go up the ramp to get the armor upgrade. It



reduces the amount of damage Xena receives from attacks.

Keep walking up the ramp until you reach the end, and the prow of the ship.



Spot the health potion on the ledge only a short distance from the ship. Leap out and take the potion.



Flip over the stone ledge

ahead to get to the trail that leads you back down into the village.



Get back to the main trail and come up the incline again. Continue following the path, killing the pirates that ambush you.

Caution

You have to do a running jump/flip to reach the ledge. Otherwise you drop into the water and drown.



Follow the trail up the railed bridge.



Turn right and save the hostage there.



Walk behind the house ahead.



Kill the pirates behind the house.



Return to the trail and follow it. The signpost here announces the exit to the Main Town Square.



Ahead and to the left of the building is the key you need to get through the gate.

NOTE

If you failed to
save four
hostages, the key
will not appear here.



Approach the gate and step through when it opens to end the level.



Grab the key.



Don't walk behind this building to the left. Two pirates there will knock you over the ledge if you do. Instead, walk around to the right and kill them.



The Pirate King, Pactolus



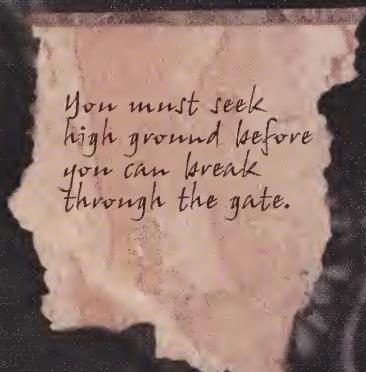
The pirates have taken the remaining hostages away and blocked a gate to prevent Xena from following. Xena must find a way to break through the gate, rescue the villagers, and settle the score with the pirate leader, Pactolus!



Walk forward and follow the trail to the left first.



Grab the first Scroll in front of the flames.



You must seek high ground before you can break through the gate.



Turn around and follow the trail forward.



A crate hangs from a block and tackle to the left by the docks. On the other side is a shark hanging from another block and tackle.



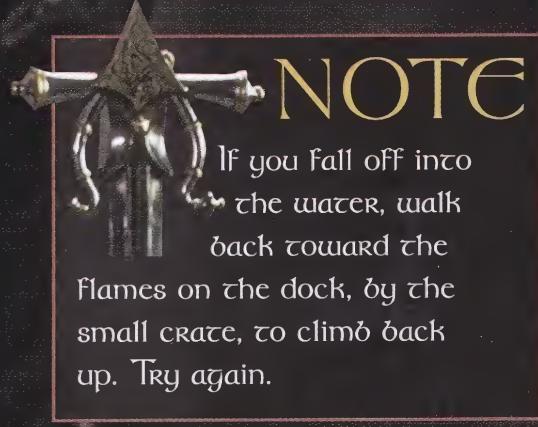
Chop the rope to drop the crate into the water.



The crate drops immediately.



The floating crates make a trail you can follow.



NOTE

If you fall off into the water, walk back toward the Flames on the dock, by the small crate, to climb back up. Try again.



Hop across the crates to get to the other dock where the shark is.



Hit the shark to reveal the prizes that creature has swallowed over the years.



Turn left and follow the wooden pathway. At the corner of the building are a lot of crates of different sizes.



Hop on the crates, from the lowest to the highest, to reach the ledge.



At the back of the haywagon, turn to the left and grab the armor upgrade.



Kick the haywagon and send it rolling toward the water tower.



The haywagon smashes into the water tower and knocks it over.



The water tower's contents spill onto the flames and put them out.



Jump down and approach the toppled water tower. This is the area where you got the first Scroll. The flames that kept you from going through are gone.



Cross through the burnt remnants of the gate.



On the other side of the destroyed gate, turn left and take the health potion.



Even as you grab the health potion, a scared voice rings out in a cry for help. Turn and gaze down the path. Throw the Chakram to save the hostage.

The Pirate King, Pactolus



On your way to get the health potion that was left behind, stay to the left of the wooden path. There's another hostage ahead.



Save the hostage ahead.



Turn to the right and save the hostage there as well.



Kill the pirates that attack you.



Gather all the health potions you've won.



Walk behind the burning house to find another potion.



Return to the wooden path and keep going.



Save the hostage to the right.



The pirate king Pactolus puts in an appearance, laughing because he knows you've come to your doom!



Walk into the jaws of Pactolus's trap.



Grab the key the defeated pirates leave behind.



Walk behind the house to grab another health potion.

Rescue the hostages on either side of the house on the left.



Walk to the gate ahead and go through.



Take the Resurrection Jewel and the Scroll on the left of the path. Get ready to fight for your life!



Pirates surround you at once. Here's a chance to really show off your fighting skills.



Pactolus watches from a distance, but he quickly joins the battle.



It's important to use your newly learned low blow to defeat Pactolus. Otherwise he can be very hard to beat.



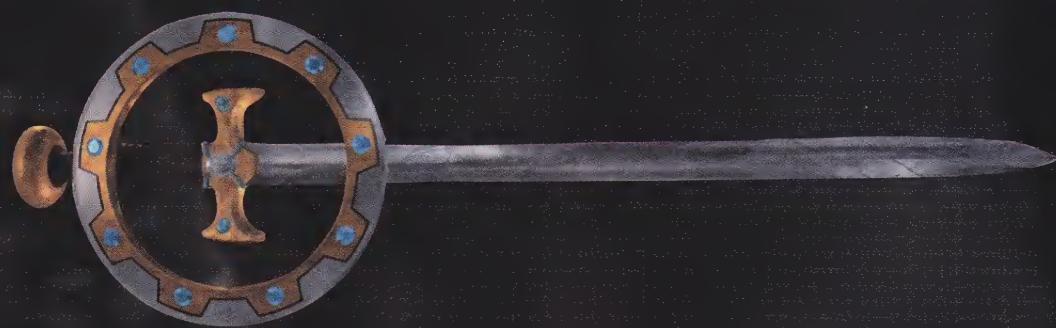
Once Pactolus is down, he quickly tells you King Valarian hired him to be a distraction while Gabrielle was kidnapped.



Xena makes a warrior's promise to save Gabrielle.



The pirate ship in the distance is undoubtedly going to be your ride to Valarian's castle.



The Isle of Kronos



Upon hearing that Gabrielle has been taken to the Isle of Kronos, Xena commandeers a boat to take her there. As she puts ashore on a small beach, she draws the attention of a giant Cyclops! Unfortunately for Xena, he is not known to be friendly to strangers ...



Even from the distance, you can see the giant Cyclops towering above the hills.



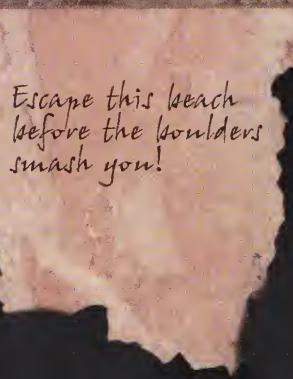
Xena pulls her boat up onto the shore.



Dodge the boulders thrown by the Cyclops.



Find the first Scroll behind the trees on the right.



Stand in front of the boulders blocking the secret area you need to find.



When you hear the Cyclops grunt as he throws, dodge quickly out of the way to let the thrown boulder smash the ones blocking you.



NOTE

If you have trouble getting the Cyclops to hit the boulders while standing in front of them, try standing between the two.



Grab the sword upgrade and the health potion behind the boulders.



Come out of the secret area and head to the path ahead where two more boulders block the way.



Use the dodge trick again to get the Cyclops to break these boulders as well. Follow the trail.



Turn left, but dodge the avalanche of falling rock that comes down the hillside.



find a stone column standing in the center of a pit. A Resurrection Jewel is on the other side of the pit.



Leap onto the column, then leap onto the next ledge to get the Resurrection Jewel.



Dodge the boulders and continue up the trail.



of the hill where the second Scroll is, Ares, the God of War puts in an appearance.



Ares mocks you, telling you that you have failed.



But he claims innocence in everything that's going on, disappearing after he's finished ranting.



Pick up the Scroll.

Hitting the Cyclops in the eye will help you dislodge him from the cliff.



Turn left and continue following the trail.



Massive fingers curl over the ledge ahead.



The Cyclops pulls himself up to challenge you.



Hit the Cyclops in the eye with the Chakram.



Chop the Cyclops' fingers with the sword to get them off the cliff and drop him to his doom.



Follow the trail to the right up into the hills. When you reach the top, the level ends.



Caution

Battling the Cyclops can be tricky. But you can be tricky too. If you have trouble whacking those fingers, try ducking in and chopping one or two, then retreating. Hit the Cyclops in the eye again, then try again. Also, as an added bonus, you can use the Chakram to knock the Cyclops' fingers loose. But only after you've hit the Cyclops in the eye!

On the Trail of Gabrielle



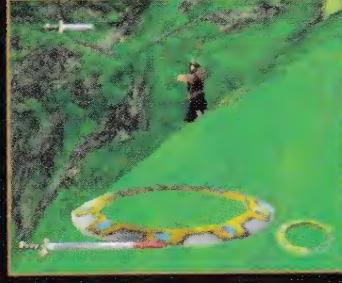
After getting past the welcoming committee, Xena must now confront King Valarian's soldiers. His army is known as a gang of vicious thugs. The king has posted a bounty on Xena's head and all are anxious to claim it!



Upon arrival, you're immediately attacked.



to your opponents. Keep moving so the archer has a hard time targeting you.



Use the Chakram to kill the archer.



One of the really neat uses for the Chakram is as a scouting device. Throw it and you'll be able to see what lies ahead. In this instance, it's a Scroll.

NOTE

If you want to see what lies ahead at any point, try throwing the Chakram and using the first-person view it gives to scout the terrain for opponents and dangers. This is a good habit to get in to.



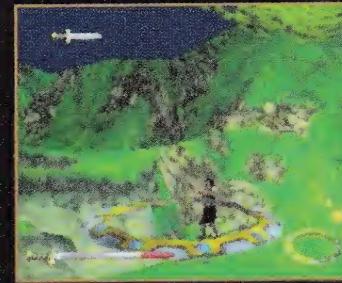
Continue following the trail.



Another archer is hidden ahead, and there are plenty of soldiers to keep you occupied.



As you head through the pass, turn right to find the health potion on a grassy ledge.



Drop down and continue along the path. Use the Chakram to put down the next archer on the ledges ahead.



Leap up onto the ledges.



Turn to the left and use the Chakram to kill the knife thrower on the hill.



Take the health potion between the rocks on the other side of the trail.



Kill the archer on the hill to the left.



Turn to the left and take both the Scroll and health potion on the hilltop here.



When you turn around on this hilltop, there are two paths to take.



Go up the trail on the right.



Battle the soldiers and archers that confront you.



Cows stand on the hill back along the way you came.



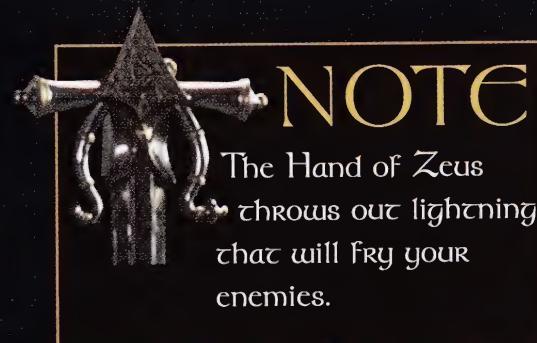
However, on the hill to the right is another health potion.



Go get the health potion.



Immediately to the left of where you got the health potion is a bush with a Hand of Zeus hidden in it.



Continue along the trail until you reach another fork.



where you found the Hand of Zeus, while the right trail continues forward.



The left trail leads back down to the area and walk straight ahead to discover a third trail on the other side of the small hill.



This hidden trail is the one you skipped earlier. Follow it down the hillside.



Ahead on the right is a Super Chakram. Take it and battle the soldiers that come after you.



Another turn would take you back to the area where you found the two trails the first time. You don't need to go there again.



At the top of the hill, a health potion sits beneath a tree. Grab it and keep going forward.



Fight the soldiers that come at you.



Kill the knife thrower on the trail ahead.



The intersection ahead splits off to the left and the right.

NOTE



Fight the troll guarding the bridge if want, but that's definitely not the way to beat it. Part of the puzzle includes a beehive, which you have to find. Then you have to lead the bees back to the troll.



Walk to the left. The signpost announces a bridge ahead.



A huge troll guards the bridge.



Turn around from the bridge to find this level's second Scroll.



Walk back to the intersection and take the fork to the right. The signpost announces "Beehive That Way." Now there's a clue!



Walk up the hill to the beehive, but look out for the archers lying in wait.



Deal with the archers ruthlessly using your Chakram.



Behind the tree, you'll find a health potion below the beehive.

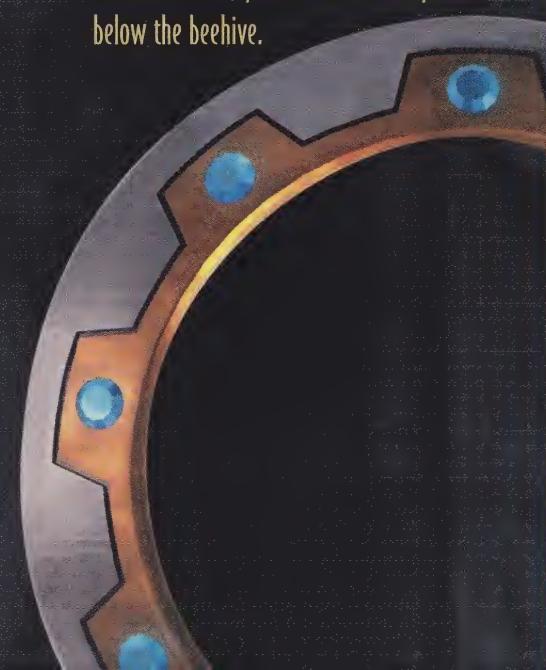


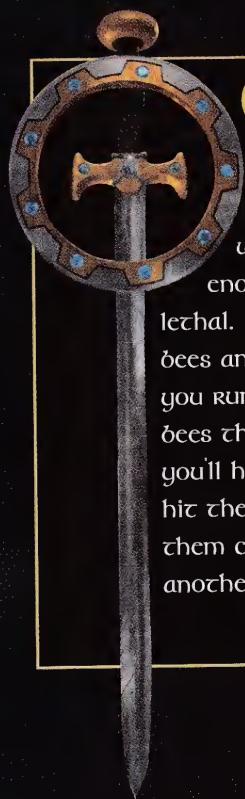
Take the health potion, then

throw the Chakram at the beehive from a far distance and take off running back toward the troll guarding the bridge.



Lead the bees back to the troll.





Caution

The bees sting, when you've suffered enough of them, are lethal. Stay ahead of the bees and run using **L1**. If you run so far ahead of the bees that they lose you, you'll have to go back and hit the nest again to make them come after you another time.



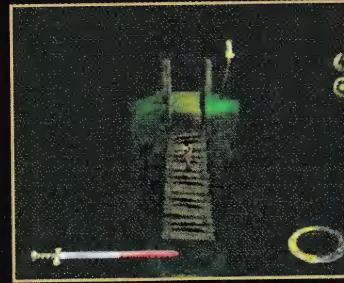
Once you reach the troll, dodge to the side. The bees will go for the troll.



The bees attack the troll at once.



Once the troll is gone, the deserted bridge looks easy to cross, but beware, it's not. It starts collapsing as soon as you start walking.



Cross the bridge at a run to get to the other side. Don't allow the bridge's destruction to take you with it.

Valarian's Castle



Since the King knew that Xena would be coming for Gabrielle, he set up a strong perimeter of men around his fortress, with additional troops just outside his gate. Xena must fight through this army and find a way to get inside ...



An army is waiting for you up ahead.



Turn around and grab the Golden Shield at the top, then cross the bridge.



Find the first Scroll at the end of the bridge on the left.



Follow the trail up the hill and battle the soldiers there.



Continue along the trail, killing the soldiers you encounter. The second bush on the left of the trail has a health potion.



On the hill above you can see the massive stone wall. Continue following the trail.



Fight the next bunch of soldiers that confront you and keep going to the stone wall ahead.



Ahead of you is a catapult attack that you can use to your advantage to break down the stone wall. Stay to the right of the trail.



When the
soldiers
attack,
stand

your ground in front of the stone wall. You need to draw the catapult's fire toward you to break the stone wall down the same way you used the Cyclops's rocks.



TIP
You have to be
close to the
stone wall in
order for the cata-
pult to blast it! Standing
too far in front will only
draw the huge boulder there



The catapult launches its load into the air.



The huge boulder smashes into the stone wall.



The stone wall comes tumbling down!



Leap up into the hole in the stone wall.



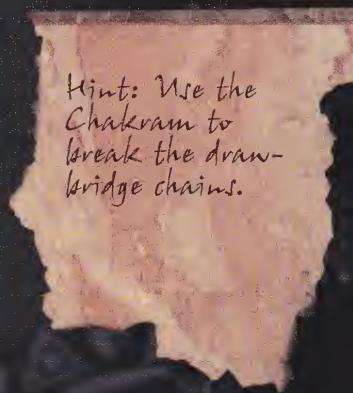
Follow the ramp up to the Resurrection
Jewel, but beware of treacherous archers
lying in wait!



Kill the archer then collect the Resurrection
Jewel and the armor upgrade.



Turn around and grab the Scroll near the
ramp you climbed up.



Walk back to the hole that was broken
through the stone wall. Study the soldiers
and the tents before you.



Stand
beside
each of the
seven tents
and let the
catapult destroy them while it's targeting you.
Kill the soldiers that confront you and use the
Chakram every chance you get to cut down on
the odds.



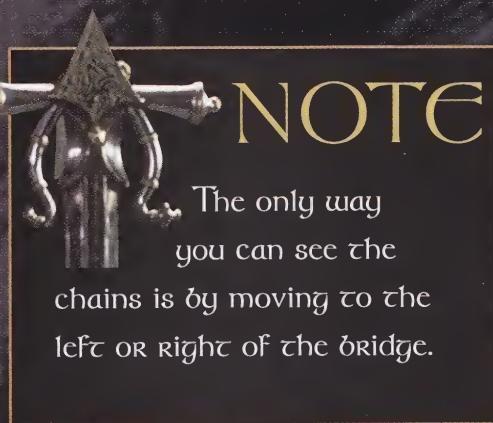
After the tents are destroyed, you'll find that some of them have left power-ups behind. You'll find three health potions and three Hand of Zeus spheres.



Once all the tents are destroyed and the power-ups collected, go to the gate.



Dodge the catapult loads and chop the chains in half with the Chakram. After the chains are broken, the drawbridge drops into place over the moat.



Cross the drawbridge to end the level.

Valarian's Secret



When Xena enters the castle courtyard, a heavy gate swings closed, trapping her inside. Time is running out for Gabrielle as Xena discovers that an elaborate trap has been laid for her ...



Only a battlefield, filled with disaster and death, lies before you.



The archer in the center of the courtyard is a real pain. Take him out as early as you can.



On the other end of the vegetable stand where you found the health potion, you'll also find a Super Chakram. Save it for now.



Caution
Carefully avoid hitting the catapult at this time. If you do accidentally hit it, you'll have to restart the level. You need the catapult to knock down a wall inside this inner courtyard that allows you to get into the castle.



Run to the left of the catapult, along the wall you entered through, to find a health potion.



Dodge, duck, and pick your fights. Use the Chakram to take out the archers.



Keep the wall to your left as you circle the courtyard. Kill your opponents every chance you get. Grab the health potion ahead.



The first Scroll is ahead under the shed eaves.

Push the catapult to change its aim, then cut the rope to fire!



Break all the boxes and barrels you find to reveal hidden power-ups in some.

Pick the archers off the walls with the Chakram.



Continuing around the courtyard with the wall to your left, grab the health potion from the middle of the crates.

Break the crates here as well.

Follow along the wall. Kick open the doors that you come to in order to reveal other hidden power-ups. The first door usually contains a Golden Shield power-up.

NOTE

The power-ups concealed by the doors and the crates in this area can be somewhat random. Usually the ones mentioned in this guide are there, but you do have to search a little.



The second door holds a health potion.



Once you're past the doors, stand in

front of the wall opposite the gate you entered. Use the Chakram to take out the archers.



There are two archers on that wall.

Return to following the wall to get the health potion ahead.

Stand against the wall where you got the health potion and use the Chakram to take out the two archers on the wall above the shed.



Turn and keep the wall to the left again. Run behind the haywagon. Break the crates and barrels to get the health potions here.



Find the health potion under the next shed along the wall.



Look in the haystacks to find another health potion.



Turn left to battle the soldier there, and break the barrels behind him to check for more power-ups.



Continue battling the soldiers.



Run to the catapult.



Use the catapult as cover and kill the remaining archers.



Walk into the corners of the



Watch out—as you're repositioning the catapult, reinforcements arrive.



Cut the cord on the catapult to fire it.



The catapult launches.



If you're on target, the catapult load will hit the corner of the building.



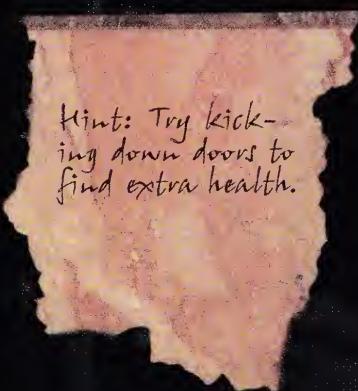
The destruction rips out a corner of the target building.



Cross the courtyard and leap up into the damaged building.



Inside the broken building, get the Scroll and the Hand of Zeus. Beware of the archer hiding inside the barrel.



Hint: Try kicking down doors to find extra health.



Kill the archer and break the barrels to reveal their secrets.



Retreat down the small alcove. Break the barrels and crate there to get the Super Chakram and a health potion.



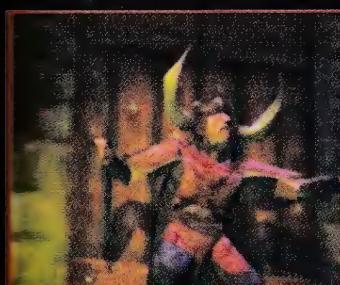
Drop into the main courtyard and battle the reinforcements.



This is a good time to use the Hand of Zeus against your opponents.



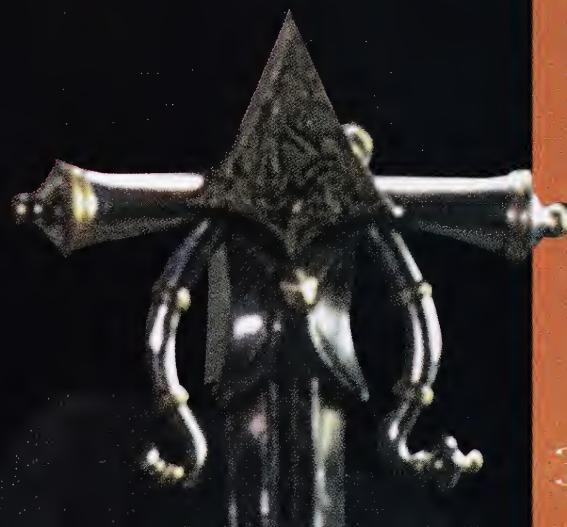
Pin King Valarian against the wall. He tells you Gabrielle has been chosen for a special sacrifice.



King Valarian shapeshifts suddenly, morphing into a Minotaur.



Before you can do anything about it, King Valarian runs and dives into the well in the center of the courtyard.



The Labyrinth



Xena follows the Minotaur into the filthy subterranean maze beneath the castle. She enters a series of foul-smelling, rat-infested hallways. Deadly shadows crawl around every corner. The stench is appalling and the silence is oppressive ...



Drop down into the rat-infested hallways of the Labyrinth.



Keep the wall to your right and start forward. A gate drops down to seal off that hallway.

NOTE

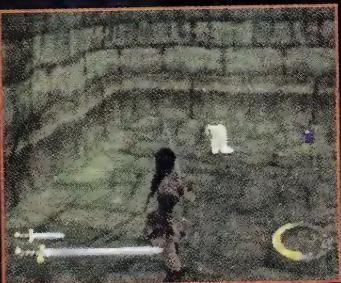
The little sword that has now appeared above Xena's health sword belongs to Gabrielle. If you don't reach Gabrielle in time, she'll be killed.



Turn away from the gate and

keep the wall to your right. Only a little ways ahead, you'll find a small cubbyhole to the left. Enter the cubbyhole to get the Scroll there.

To rescue Gabrielle, you must find the lever that opens the Torture Chamber door.



Beside the Scroll is a health potion. Take it.



Return to the corridor and keep the wall to the right. Follow it.



Raw carcasses litter the floor ahead, food for the rats.



Notice the spiderwebs ahead.



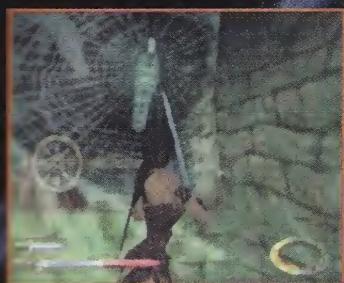
These must be the spiders that go with the webs!



Jump over the next pit as well.



So do the spiders. Grab the health potion in the webs when you get the chance. Either kill the three spiders or avoid them.



At the next pit, don't try to jump across. You'll die every time.

NOTE

You don't have to fight the spiders. You can simply flip over them and outrun them to escape them. Killing them doesn't rack up any points; just personal satisfaction!



Continue following the hallway and Gabrielle's voice. Leap over the pit in the floor.



Continue following the hallway on around.



The spiderwebs get even worse.



Follow the hallway, keeping the wall to the right.



Find three more spiders only a little farther on and kill or avoid them as well.



The mummy in the spiderweb is your lever. Hit it with the Chakram to operate it.



You get a brief vision of where Gabrielle is behind the locked gate that now raises.



Return to the gate that closed at the beginning. Watch out for the spiders on the way back. Enter the hallway there and pick up the health potion.



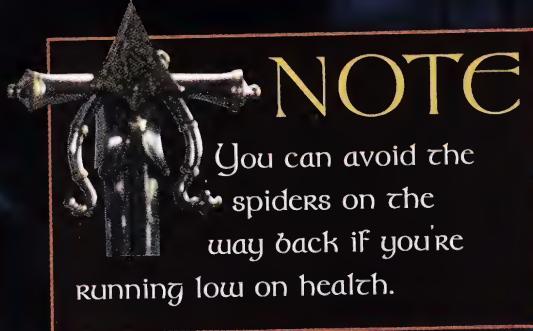
Keep going. Leap over the pit ahead and keep making tracks.



Follow the short hallway to an armor upgrade. Return to the main hallway and keep going.



The pit ahead is impassable.



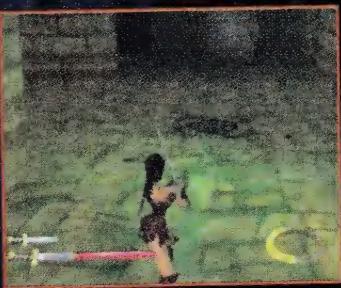
You can avoid the spiders on the way back if you're running low on health.



Follow the corridor and keep the wall to your right. Beware the long, dark hallways. The Minotaur explodes from them and tries to trample you. You can't hurt the creature, so concentrate on avoiding it.



Around the next bend, the Minotaur will come at you again.



Temporarily abandon the wall to your right and enter the opening on the left.



Ahead is an intersection with a right and left path.



Head to the left for a moment. This is not the correct path, but you'll want to look at it all the same.



Return to the main corridor and head to the left, which is the corridor that was on the right.



Jump over the next pit but watch out for the Minotaur waiting up ahead.

NOTE



If you go straight past the potion and through the wall, you find a secret room. In the room is a office with a computer and soda cans. When you hit the computer, it makes a modem sound. When you hit the cans, it makes a sound of someone opening a can.



Follow the corridor's twists and turns. The corridor splits to the left and right again ahead.



Stay to the right and follow the corridor. There are a lot of twists and turns before you reach the health potion at the end.



Take the doorway on the right when you see the Resurrection Jewel.

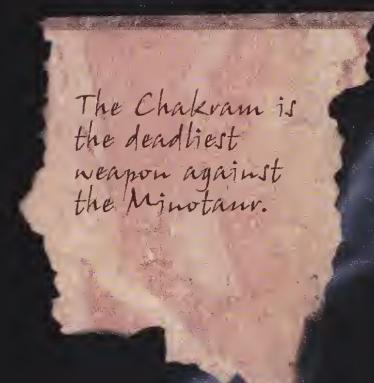


Enter the room. Take the Resurrection Jewel from the floor, then the Scroll in the center of the room. The door comes down behind you, shutting you off from any hoped-for retreat.

Caution



If you don't grab the Scroll on the first try, you'll lose your chance at it. The Resurrection Jewel's placement here is great! If you die, you can come right back at the Minotaur and challenge it again. It takes three hits from the Chakram to kill the Minotaur; you can't hurt it with a sword.



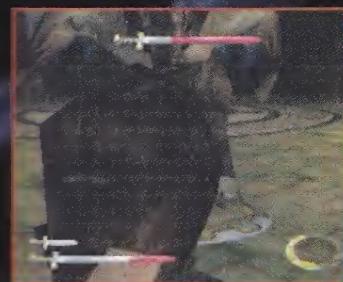
The Chakram is the deadliest weapon against the Minotaur.



The Minotaur is on you in a flash.



Hit the Minotaur with the Chakram three times to kill it.



On the last hit, the Minotaur goes down hard.



Go free Gabrielle.



Learn about the renegade Amazon village to end the level.

The Renegade Amazon Village



Xena senses that Valarian was part of a larger conspiracy. Gabrielle has been chosen as the subject of a royal sacrifice. A nearby band of renegade Amazons may have some answers, but they seem to be under a deadly spell ...



Watch out for the Amazons.



Grab the staff in front of you.

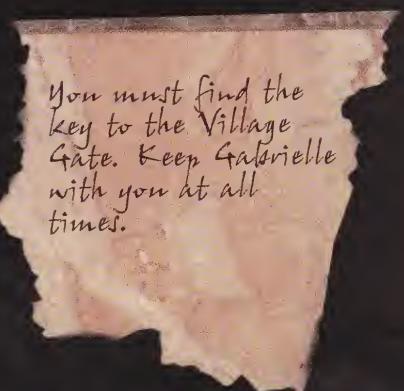
NOTE



At this point, Gabrielle is always with you. She'll follow you wherever you go, but you can outrun her. If you do outrun her, the chances are good that she will die. Stay with her.



Once you've beaten the Amazons back for the moment, get the first Scroll.



Follow the stone path.



Walk behind all the huts to find the power-ups in the area.



You'll find a health potion behind the huts on the right.



Gabrielle fights with you now.



Continue ahead and look behind the huts
to find another health potion.



Ahead and to the right is a red sphere
containing the Promethean Blade.



Shatter any vases you find as well to get
power-ups that might be inside.



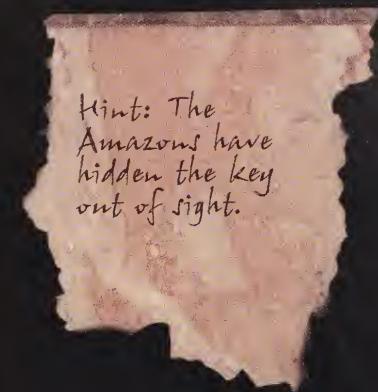
Go to the waterfall and take the Frost Biter
blue sphere from the pool.



Continue to the other side of the village. Find
a health potion and a Promethean Blade by
the cookfire.



Grab the second Scroll nearby.



Shatter the vase here to get the health
potion inside.



Use the Chakram on the two Amazons guarding
the gate. You can't get through the gate without
the key, so keep looking.



Continue to the right and shatter the next
vase. Keep moving behind the line of
huts ahead.



Ahead is another vase as well as a Hand of
Zeus. This vase contains the gate key. Get the
items and whip the Amazons who come at you.



You'll find another health potion in the bushes
ahead near the next hut.



Around the corner is another health potion.



This also brings you back to where you first entered this level.



Kick the door open on the second hut on the right as you walk down the stone path through the center of the village. Take the health potion.



Go back to the gate and use the key to go through and end the level.

Rivers of Blood



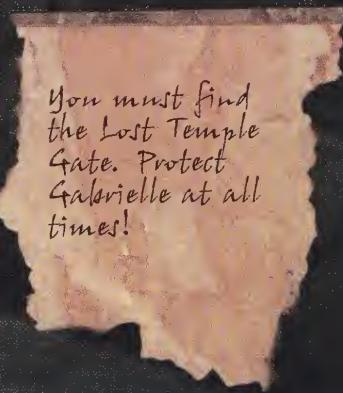
The renegade Amazons are assembling a trap for Xena and Gabrielle. They want to split them up to put their evil plan back on track. Xena must keep Gabrielle close, avoid sneak attacks, and stay out of the water ... it's dangerous down there!



Follow the stone path and kill the Amazons who get in your way.



Walk to the right of the hut ahead to get the first Scroll.



Shatter the two nearby vases.



Turn around and spot the staff nearby on the ground.



Cross the bridge.



Fight any Amazons who meet you, then pick up the Scroll under the tree ahead.



Grab the health potion behind the tree.



Use the Chakram to put down the Amazon boomerang thrower.



Go back and shatter all the vases you

passed to reveal any power-ups that are hidden there. You should collect three health potions.



Walk behind the hut to the right of the bridge overlooking the river to find a Promethean Blade red sphere.



Return to the main trail and go forward.



Continue along the trail until you reach

another bridge. Use the Chakram on the boomerang-throwing Amazon on the bridge.



Beware the Amazon in the river on the right. Use the Chakram to put her down.



Use the Chakram on the Amazons on the other side of the bridge, too.



Cross the bridge. Take the health

potion beside the tree on the left. Take the staff on the right side of the tree if you need it.



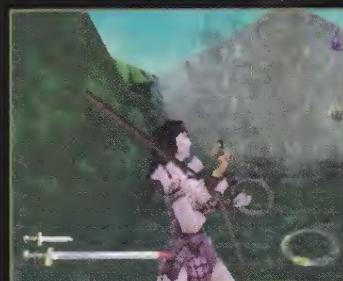
Walk behind the hut ahead toward the next bridge.



Use the Chakram to knock the Amazon off the bridge.



Don't cross the bridge yet. Walk to the right of the bridge to discover a secret path.



Follow the secret path into a hidden area. Kill the Amazon there.



Jump out onto the ledge.



Follow the ledge around to a hidden area with a Frost Biter and a Super Chakram.



Return to the other bridge and walk to the left along the bank to find another health potion hidden behind a tall bush.



Caution

If you fall in the river from this hidden ledge, you'll die! Be careful!



Follow the path to the next bridge.



Amazon off the ledge when she starts hurling boomerangs at you. Notice the Resurrection Jewel beside her



Cross the bridge.



Don't cross the bridge. Go to the right, around the bank of the river.



Get the Super Chakram on the right in the grass. Shatter all the vases.



vase there. Take a look at the bridge to see what's coming up.



Go back and cross the bridge. Use the Chakram on the Amazon hurling boomerangs from the ledge.



On the other side of the bridge, watch as the vases shatter and Amazons erupt from them, launching into an immediate attack.



Kill the Amazons. Use your spells if you need them. Be careful to stay away from the river so you aren't knocked over the side.



Check behind the hut that lies along the trail. Fight the Amazons hiding there.



Continue down the trail. Turn and walk toward the waterfall.



Jump down on the ledge beside the waterfall.



Perform a running jump to get across the waterfall.



Hop up onto the ledge and grab the Resurrection Jewel.



Turn around and walk into the tunnel to the left of the tree, headed back the way you came.



A sword upgrade stands in the back.



Return to the trail leading to the gate.



Go through the gate.



Before Gabrielle can get through the gate, she's grabbed by the Amazons and taken prisoner. The gate locks behind you, barring pursuit.

Lost Temple of the Titans



Gabrielle is now under the control of the renegade Amazon Queen!

She has taken over an abandoned temple as a base of operations. Her royal guard is quite formidable. Xena must get to this queen if she is to get Gabrielle back!



Pick up the staff in the path ahead.



Turn around to face the closed



Follow the trail. The signpost announces the way to the Lost Temple.



Use the Chakram to take out the boomerang thrower on the ledge to the left.



Battle any Amazons who come after you.



The first Scroll lies dead ahead.



Go get the first Scroll.

You must defeat the minions and elite guards before taking on the renegade Amazon Queen.



Beat the Amazons down and shatter the nearby vases to collect the health potion.



Turn right and line up with the mountain ridge near the area where you entered.



Keep the mountains to your right and work your way around. Shatter the vases ahead. Take the health potions inside.



Spot the vases further up the hill.



Battle the Amazons who try to stop you.



The Amazon Queen puts in an appearance and says that Gabrielle will stand in for her as a sacrifice to bring in the New World Order.



Make your way up the hill and take the health potion in front of the waterfall. Leap across the water to reach the second Scroll and the health potion there.



NOTE

If the Queen attacks you early and you defeat her, you won't be able to get the second Scroll and the level will end. Also, remember that you have to have all the Scrolls at the end of the game to get the surprise ending. Run away from her if you have to and keep collecting power-ups and the second Scroll.

Caution: the renegade Amazon Queen has been seduced by a great evil power!



Continue to the left. Drop down and walk up the passageway and turn right.



A health potion is to the right. Pick it up and continue to the back of the passageway.



There's nothing any farther back this way. Go back out of the passageway and turn right.



After the Amazon Queen shows up, fight her and her guards.



Defeating the Amazon brings the level to an end.



Before Xena can find Gabrielle, new strangeness occurs.



The mysterious woman who calls herself Kalabrax appears and talks about the New World Order that will make her more powerful than Zeus himself.



Xena vows that it will be over her dead body. Kalabrax gestures and the ground opens up to swallow the warrior princess whole!



Dyzan's Lair



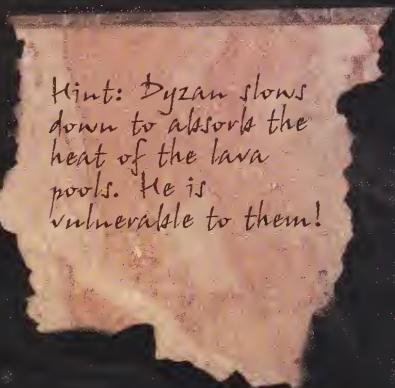
K alabrax has cast Xena into a deep cavern in the earth. As Xena stumbles to her feet, she sees that she is close to one of the Gates of Hades. Unfortunately, this particular gate is guarded by the powerful Dyzan, and he is not happy to see her ...



Look at the volcanic lands surrounding you.



Both the Scrolls are close by.



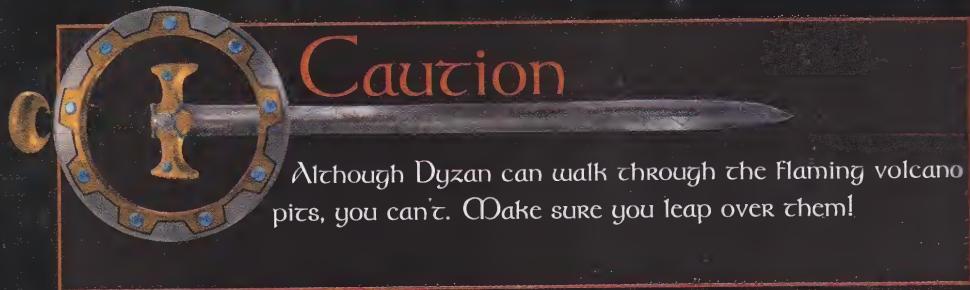
Even while you're reading Scrolls, a massive dragon lumbers out of the shadows.



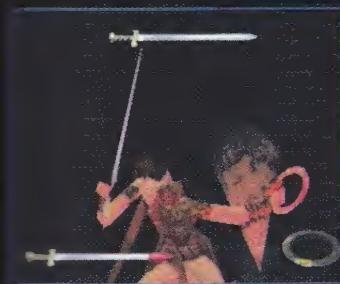
Run and jump over the lava pools. Try to get two pools ahead of Dyzan to give yourself time to work.



Keep running while Dyzan pauses at the pools.



Caution
Although Dyzan can walk through the flaming volcano pits, you can't. Make sure you leap over them!



Look up at the stalactites hanging from the ceiling. Hit one of them with the Chakram.



If you time the falling stalactite right, it will fall and strike Dyzan.



Hit Dyzan three times with stalactites to kill him.

NOTE

This level requires sheer guts. Whacking Dyzan with your sword won't do any good. There are no power-ups here. It's your speed and agility against the deadliest breath known to dragonkind!



When you hit Dyzan the third time, the dragon falls on its side and dies.



Massive doors at the other end of the cavern swing open.



Go through the doors to end the level.



Bad to Hades



To get out of here, Xena must find Hades himself! Only he has the power to send her to the surface world. Unfortunately, each corner here is more dangerous than the last. In this neighborhood, the dead walk and even stone comes alive!



An undead warrior comes up from the ground in a burst of flame ahead.



Your best weapon against the undead warriors is the Chakram. Two hits and the undead warriors are dead again. Although the sword is effective, using it simply takes too long.



Turn around to pick up the health potions beside the door behind you.



Walk forward to find the first Scroll in front of a lava lake with moving platforms.

You must find the hidden switch that will release the mighty Golem!



Leap across the platforms, always heading to the right to stay above the lavafall on the left side of the screen.



Keep jumping to the right until you reach the stationary platforms again.



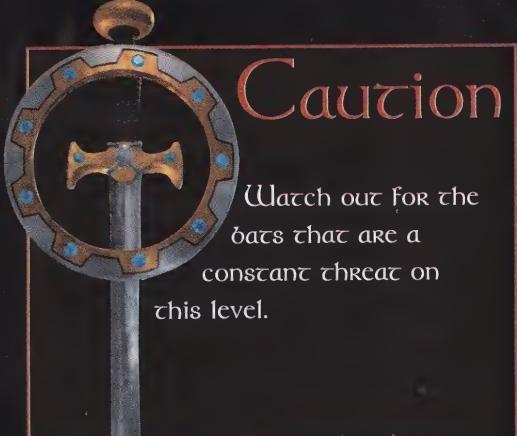
Take the health potion from the large island ahead.



Jump to the left and land on one of the platforms there.



Keep jumping and follow the ledge around to the left.



Watch out for the bats that are a constant threat on this level.



Take the health potion and the Resurrection Jewel on the ledge ahead.



Kill the undead warriors guarding this area.



Jump onto the nearby platform.



Turn and face the platforms that come floating by.



Leap onto the nearest platform and ride it.



Leap again to the platform beside the first one and ride it.



Once the platform has come to a stop under the mouth of a fire-breathing stone dragon, leap along the line of platforms ahead.



Avoid the flames and take the health potion guarded by an undead warrior ahead.



Keep moving along the platforms and time the flames.



Kill the next undead warrior on the ledge and take the health potion there.



Follow the stone ledge to your left.



Keep moving along the platforms. Time the ones that bob in the lava.



Get the health potion to the right but watch out for the undead warriors who claw their way up out of the ground and into another life.



Keep sending the undead warriors back to their graves with your sword and Chakram.



Turn to the left after you pick up the health potion to find the lever.



Turn the lever and gather the health potion beside it.



The lever opens a gate to a Golem.



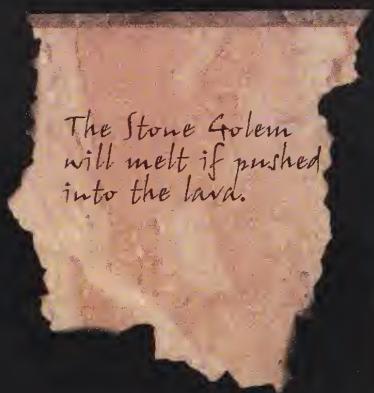
Go back to the stone ledge and hop across the lava.



At the end of the stationary ledge in the lava, turn left and follow that trail.



Kill the undead warrior guarding the Resurrection Jewel and the second Scroll.



Return to the last stationary ledge you leaped from. It's time to go get that armor upgrade you passed up earlier.



Follow the stone ledge to spot the armor upgrade ahead.



Knock down the stalactite overhead with the Chakram.



The stalactite plunges into the lava and helps form a bridge to the armor upgrade.



Leap across the makeshift bridge toward the armor upgrade.



Return to the ledge where you found the second Scroll.



The Golem paces within its stone fortress.



Leap onto the fortress with the Golem, across the bobbing platforms and the stone ledge to the left.



Battle the stone Golem.



Knock the stone Golem into the lava to destroy it.



Once in the lava, the Golem is destroyed at once.



Grab the health potion at the other end of this fortress if you need it during the battle.



Go up the steps with the flaming skull torches.



Follow the steps to the cavern to end the level.

Traps of Charon



Look before you leap, Xena! The secret of passage through this world is to look all around and take great care every step of the way. Only the most clever will pass the Traps of Charon!



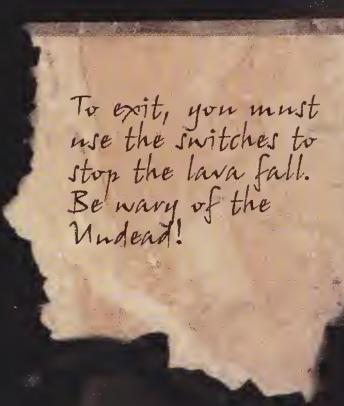
Now there's a warm reception: warm enough to make you feel really char-ished!



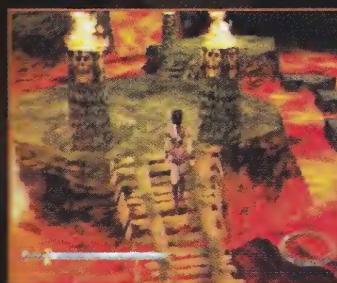
Go down the stairs and watch as undead warriors rise from the two small islands ahead.



Take the first Scroll in front of you.



Use the Chakram to clear the undead warriors from the island ahead before you try to cross the bridge.



Cross the bridge.



Use the Chakram to clear the next island as well.



Turn to the right and notice the line of three platforms sitting on top of the lava. The first skull switch you need to reach is beside them.

NOTE



Again, the Chakram is your most powerful weapon when dealing with the undead. Also, if you knock the undead warriors into the lava, they burn really nicely!



Hop down on the first platform and leap to the second.



On the second platform, turn to the right and look at the skull switch on the ledge.



Go back to the edge of the second platform opposite the ledge with the skull switch on it. Execute a running jump to get across.



Kick the switch to operate it.



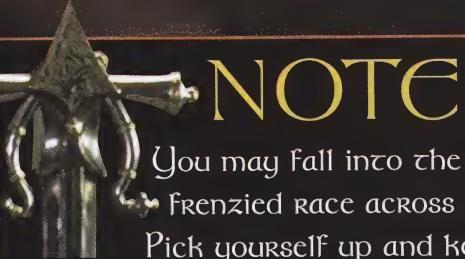
Watch as platforms come up on the other side of the cavern that lead to the second skull switch. They're on a timer, so you have to move fast now.



Do a running jump to get back down to the second platform.



Leap to the platform to the left.



NOTE

You may fall into the lava at some point along this frenzied race across the platforms, but don't worry. Pick yourself up and keep going. The important thing is to get there in time. There are health potions ahead!



Jump back up onto the island with the bridge.



Run across the bridge.



Turn right and leap out onto the first of the three platforms leading to the second skull switch.

NOTE

Once you leap onto the first platform of the three that have risen, they lock into place. Take your time with the rest of the jumps. There's no pressure now.



Jump to the island with the skull switch.



Hit or kick the skull switch to operate it.



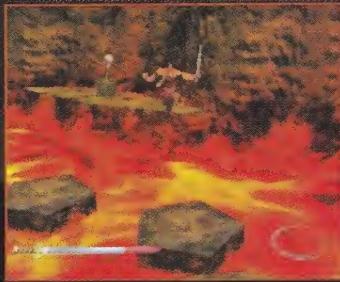
The lava fall immediately lowers in response.



Leap back along the platforms till you reach the island with the bridge.



Cross the bridge again.



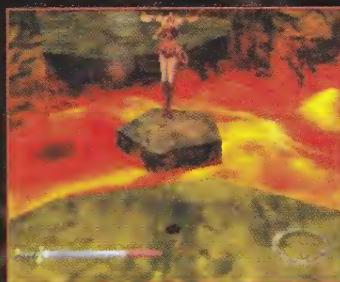
Leap back onto the platforms on the right.



Use the Chakram to clear the second island of undead warriors.



Make your way to the second island.



Leap onto the platform at the back of this island.



Execute another running jump to get over the lowered lava fall.



Cross the bridge to get the health potions and the Hand of Zeus from the ledge on the other side.



Watch out for the undead warriors who rise from the ground.



Come back across the bridge and follow the ledge to the right.



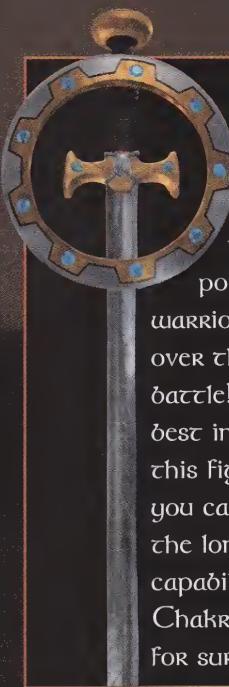
When the undead warriors rise before you on the next bridge, for every one you kill, even with the Chakram, it seems that two more rise to take its place. Don't battle them and keep going.



It's easier to forget the undead warriors and get across the bridge.



Stay to the middle of the bridge. It tilts badly if you walk along the sides. And it falls apart if you stay on too long! Run!



Caution

Stay away from the ledges at this point or the undead warriors will shove you over the edge during the battle! It's really in your best interests to avoid this fight altogether if you can, because without the long-distance striking capability of the Chakram, you're battling for survival!

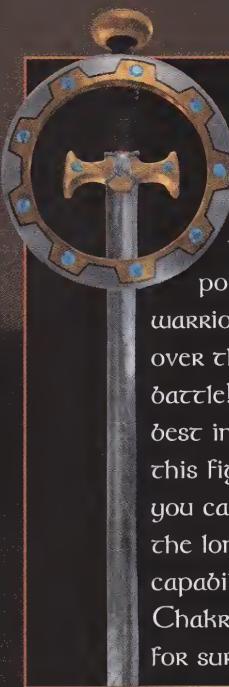


NOTE

You have to be close to the stone wall in order for the catapult to blast it! Standing too far in front will only draw the huge boulder there.



Defeat the undead warrior waiting on you at the other end of the falling bridge.



Caution



These orange bridges in this area fall apart if you stay in one place too long. Keep moving!



NOTE

If you stay on the front half of the platform here before the columns, the undead warriors will keep rising from the ground. Go between the columns and deal with the ones who have popped up so far.



Take the health potions you find behind the columns.



Watch out for the attacking bats and leap onto the floating platform. Keep moving around the platforms.



Get the sword upgrade on the third platform.



Leap back along the platforms till you reach the large platform with the columns again. Cross the next bridge ahead.



Cross the other bridge open to



Take the Resurrection Jewel and the second Scroll from this platform.



Jump onto the ledge in front of you and run across.



Leap up to the ledge where the skull switch is.

Hint: Use the Chakram as the key to your escape.



Avoid the undead warrior who burns up through the ground.



Hit the skull switch to activate it.



Remember to stay away from the edge if you can. If you slip, that's instant death!



The ledge you ran out on starts turning.



When the ledge stops turning, it's facing a new ledge where more undead warriors are waiting.



Kill the undead warrior and take the Hand of Zeus from behind the skull switch.



Hit the skull switch again to reverse the ledge back the way it was. This puzzle is a little trickier. Get back on the ledge that turns.



Use the Chakram to operate the skull switch and swing the ledge around.



Use the Chakram again to kill some the undead warriors lying in wait for you. You won't be able to kill them all because they keep burning up out of the ground.



Do a running jump from the end of this ledge to the next.



Execute another flip to get down onto the stairs because that takes you away from most of the bats and undead warriors.



Cross the bridge ahead.

NOTE

Once you're at the bottom of the steps, the undead WARRIORs have a tendency not to come after you quickly. You have some time.



On the other side, Ares puts in another appearance to taunt you.



Step over the edge ahead between the two cavern walls.

Slide down the ramp to end the level.

Hades's Castle



Xena finally gets to hail Charon himself. Through his help she can be dropped on Hades's doorstep. But the danger is not over yet! Hades lives in a rough neighborhood, and she must beware the Well of Condemned Souls!



Only harsh lands lie ahead.



Step to the end of the dock to find the message from Charon concerning the bell.



Throw the Chakram at the bell to ring it.



When Charon arrives, jump into the boat.



On the other side, jump out and be prepared to face three undead warriors. Kill them before you do anything else to make sure they don't get in the way later.

NOTE
Be careful of the bell. If you hit it again, Charon will take you back to the other side of the river. Throw the Chakram and hit the bell again if this happens.



Battle the undead warriors and knock them into the lava.



Head to the left to get the health potion there.



Leap to the right to land on the ledge here.



Follow the ledge around to find another health potion and a Hand of Zeus.



Leap back to the cave mouth and study the paths that go to the left and right ahead.



Head to the right and get the two health potions inside the small cave there.



Leave the small cave and turn right outside. Dodge through the fiery blasts of dragon breath.



Use the Chakram against the golems ahead.



Then get down and dirty with some close-in fighting.



Break through and keep running. Grab the health potions from the stone floor ahead.



Drop down to the steps to get the second Scroll.

NOTE

It's hard to defeat the stone golems here. But you can avoid them. Remember, a stone golem's weakness is lava.

Hint: Stand on the pressure plate and it will reveal the safe path.



If one of the stone golems has managed to follow you, battle it and knock it into the lava. Stand on the pressure plate to reveal the path ahead.

NOTE

If you're fast enough, the stone golems won't be able to keep up with you. It's really in your best interest to lose them because they are *hard* to kill!



A path of lights flashes across the tops of the platforms that are safe to jump on ahead.



Two paths lie ahead.



Get the second Scroll from the island ahead.



Hit the flames with the Chakram to put them out.

NOTE

If you die and have to come back to this area, be aware that the safe path across the platforms changes. You'll have to stand on the pressure plate again to find the new safe route through the electrified platforms.



Enter the small cul-de-sac on the left to get the health potion there.



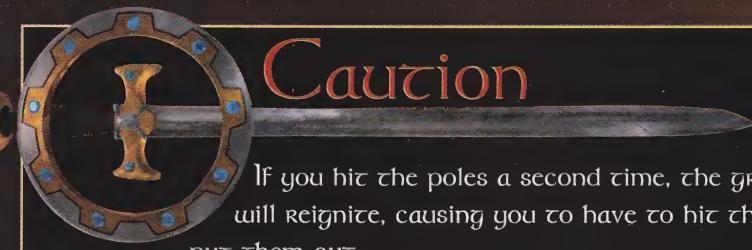
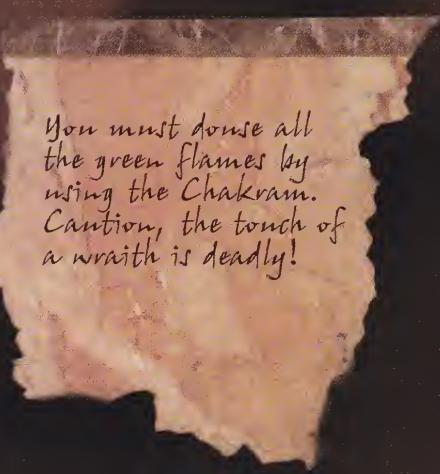
Jump from platform to platform to cross the lava.



Return to the other path and follow it along.



Looking ahead, you'll discover wraiths hanging around seven green flames.



NOTE

In this area no matter what you do, keep throwing the Chakram. Control it with the D-pad and hit the poles with the green flames as quickly as possible. The wraiths don't advance while the Chakram is in the air. And you don't just have to hit the green flames; hitting the poles will put them out as well.

Another strategy would be to take out the four green flames on the right first, then fall back and take out the three green flames on the left.

Also, while you're hitting the green flames, you can retreat back to the large island the pressure plate led you to, and the wraiths will return to the flames rather than chase you. Do this until you have all the flames out.



The trick here is to abandon the island where you found the second Scroll and go back as far as you can to the ledge where you found the health potion. This gives you more time.



You'll have to really bank some of your Chakram shots to hit all the poles with the green flames.



Once you extinguish all seven of the green flames, the wraiths get sucked down into the Well of Condemned Souls.



Leap over to the Well of Condemned Souls.



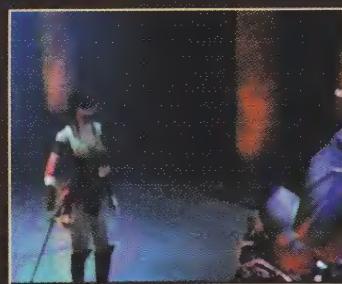
Go up the steps.



Take the sword upgrade at the top of the steps.



Enter the door at the top of the steps.



Talk to Hades about Kalabrax.



Hades agrees to help you and sends you back to the surface world where you will find more help.

The Village of Tir Na



The snow-covered village of Tir Na holds the secret to defeating Kalabrax. But wait! Fanatical Druid soldiers, who search for the Lyre of Orpheus, have locked all the villagers in their homes. They will return the Lyre to Kalabrax unless Xena can find it first.



Xena walks across the snow-covered land Hades has delivered her to.



A man watches her from hiding.



When the man reveals himself, he talks about Kalabrax's plans and the Druids who have captured the village. If Xena can free the village, the Lyre of Orpheus is hers.



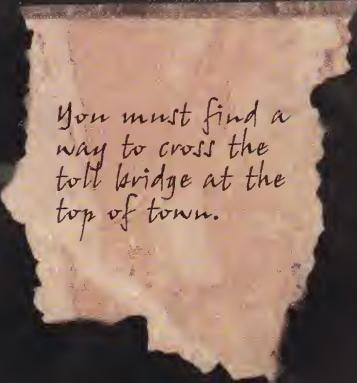
At the end of the long slide, throw the Chakram to take out the sentry ahead.



There's a lot of swordplay on this level, so stay ready.



The first Scroll is just ahead along the path into the village.



For the moment, leave the high ground trail here and turn to the right to enter the village.



NOTE

The opponents are noticeably harder to kill on this level, as well as on the following levels.



Walk behind the house on the left and smash the barrels to get the health potions they hide.



Sneak around the side of the house. Kill the soldiers who confront you.



Walk around the next house to get back to the trail. Turn left and walk toward the fire where a Promethean Blade is hidden in the flames.



Break open the barrels here as well.



Battle the men who attack.



Turn toward the tree and break the two barrels you find there to get a health potion.



Walk away from the tree and spot the barrel to the left. Break it as well.



Stay close to the nearby house and walk behind the tree ahead to spot a lever.



Hit the lever.



Hitting the lever opens the toll gate.



Instead of going to the toll gate now, finish collecting the power-ups in this area. Walk forward and around the next house to find a health potion.



Continue around the next house and you'll find you're back at the fork in the trail you passed earlier.



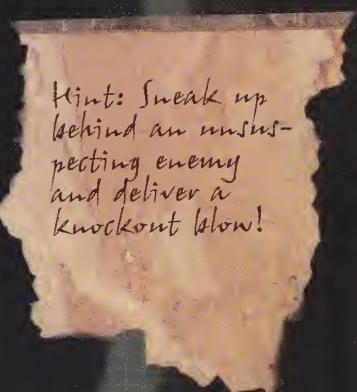
This time take the high road.



Only a little farther ahead, behind the first building, the second Scroll sits beneath a tree.



Break the barrel to the left and take the Scroll. Turn the next corner to the left and take the Hand of Zeus from behind the house.



*Hint: Sneak up
behind an unsus-
pecting enemy
and deliver a
knockout blow!*



Walk between the buildings ahead. Whack the door on the building to the left to open it and get the health potion inside.



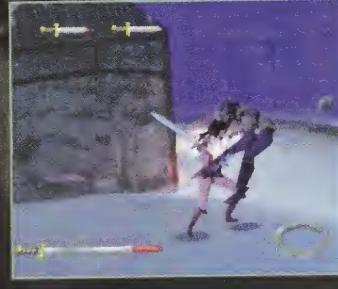
Kill the guard ahead.



Before you leave this area, check behind the house to find two barrels. Smash them both.



Cross to
the next
building



Fight the soldiers who come at you.



Another barrel sits beside a building on the right. Watch out for the ledge if you're attacked.



Watch out for the knife-thrower hiding on the right...



Check through the buildings on the left and smash the barrels there.



Go back to the path and follow it again.



Check the house to the right of the path and find two barrels there. Unfortunately, soldiers are also here.



One of the barrels here has two health potions in it.



Follow the path to the toll gate.



Execute a running jump across the abyss in front of the toll gate to get to the other side.



Soldiers attack immediately on the other side. Defeat them.



Slide down the incline ahead to end the level.

Rescue the Seer, Fei



It is said that the elderly Village Seer, Fei, knows the location of the Lyre of Orpheus. Xena must use stealth to find him, and then let him show her the way.



Follow the trail through the snow.



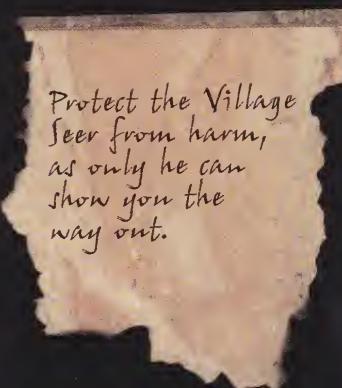
Spot the soldiers on the ledge ahead.



Throw the Chakram to kill the soldiers. Fighting them hand-to-hand is dangerous because you could fall over the ledge and die.



Continue forward and grab the first Scroll.



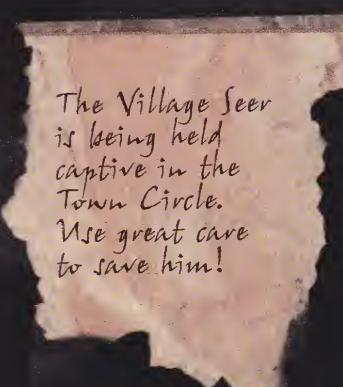
Continue ahead along the trail.



Use the Chakram to kill the soldiers ahead and reduce the risk to yourself.



Follow the trail on around until you reach the second Scroll.





Walk to the bridge.



Use the Chakram to kill the guard on the bridge, but don't cross yet.



Walk past the bridge for now and spot the Super Chakram power-up on the ledge to the right of the frigid river. Leap across carefully to get the Super Chakram.



Caution

If you fall into the river, you'll die!



Break both the barrel by the house ahead and the one on the left.



Watch out for the guards ahead.



Caution

Once you're in the village, you have to find the seer quickly or he'll be executed! Don't hang around too long looking for power-ups. Get the ones pointed out here and keep moving.



Head to the left side of the house and walk toward the tree behind it to find a Hand of Zeus.



Turn around and go back up the hill to the left to walk behind the houses there.



Break the barrels along the way.



Keep the hill to the right and walk around behind the buildings ahead.



Break the barrels ahead to get three health potions.



Continue forward and kill the soldiers who rush you



Don't forget to use the Chakram to cut down the odds from a distance.



Walk out into the open along the trail to claim the Super Chakram by the torch.



Instead of following the trail marked to the Town Circle, turn around at the signpost on the trail where you got the Super Chakram. Walk behind the buildings on the right to collect the power-ups hidden there.



Walk behind the farthest one back against the hill to find a Promethean Blade.



Keep the hill to your right and continue to the next houses to find two barrels to break.



Continue to the next house

and walk around the front corner to the left to find a Super Chakram behind a log pile.



Break the nearby barrel as well.



The Seer is just ahead, held captive with a dagger at his throat.



Use the Chakram to kill the man holding the Seer captive.



Fight the soldiers and get to the Seer's side. The Seer immediately sets off in a direction.



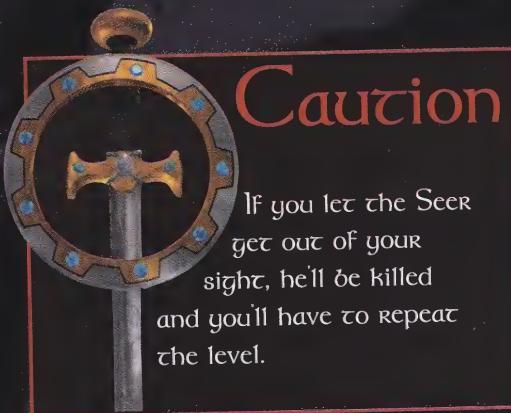
Cover the Seer's back, fighting all the soldiers who come at him. Use the power-ups you've accumulated to protect the Seer.



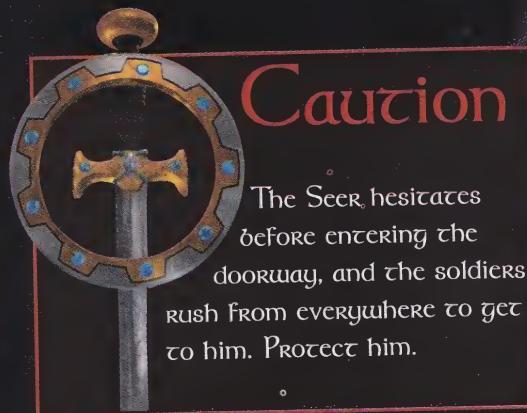
Protect Fei every step of the way.



When the Seer stops, make sure you protect him till he starts moving forward again.



The Seer opens the door ahead.



Protect the Seer until he goes through the door.



Go through the door yourself to end the level.

The Lyre of Orpheus



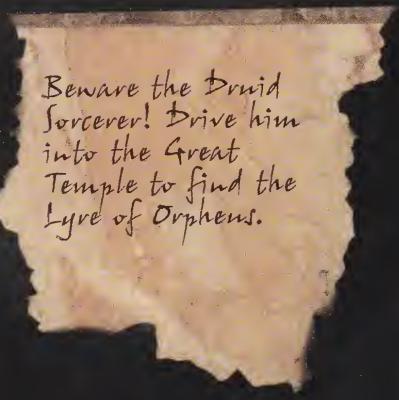
The great Druid Sorcerer, Yat, has vowed to conjure the unspeakable powers of the dead to retrieve the Lyre. Xena must find him in the ruins of the Great Temple. The mystic symbols must then be turned against him.



Take the health potion just ahead and to the left of the trail.



The Scroll lies just ahead. Go get it.



Kill the guards who confront you.



Walk into the area the guards came from.



Spot the Golden Shield on top of one of the pillars.



Don't miss the health potion hidden behind the pillar lying on the ground.



Use running jumps to get to the top of the pillars where the Golden Shield is.



At the top, claim the Golden Shield.



Drop to the ground and battle the soldiers who attack you.



Follow the trail up the hill.



Continue following the path up through the passageway.



Although you can see the health

potion on the other side from your current position, don't try for it yet because you'll be a sitting duck for the Druid Sorcerer.



Once the soldiers are dead, find two health potions to the right of the trail.



A health potion and the second Scroll are to the right of the trail. Grab them.



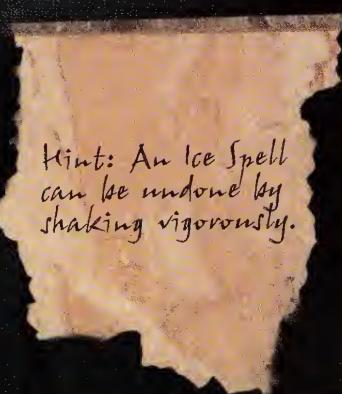
The Druid Sorcerer occupies the area just ahead. Don't approach him yet. You'll need to get supplies before you take on that fight.



The Druid Sorcerer also has the power to freeze you. Use the D-pad arrow buttons to shake out of the icy spell.



As soon as you get the second health potion, be ready for the warrior who pops up from the ground and attacks



Hint: An Ice Spell can be undone by shaking vigorously.



Turn to the left, dodge the Druid Sorcerer's fireballs, and grab the health potion back in the cul-de-sac.



Instead, attack the Druid Sorcerer.



NOTE

There's no easy way to beat the DRUID SORCERER.

You have to take the fight to him. Your only edge is to get behind him and attack. However, he will disappear and reappear somewhere else. Keep beating on him enough that he goes into retreat. There are more health potions on the ledges at the top steps around the temple above him if you need them.



When you do enough damage to the Druid Sorcerer, he vanishes and reappears somewhere else.



The Druid Sorcerer also summons skeletons to battle you.



Retreat up the steps to the temple to get a health potion when you need it.



If you get frozen, another warrior's sword attack will also shatter the ice.



Gather the health potions on the right and left sides of the temple.



Enemies keep popping up to challenge you.



Keep running around the ledges to collect more health potions.



NOTE

Wait till after the DRUID SORCERER fires a magical blast before picking up health potions. It gives you a little more time. Also, grab the health potions on the upper ledges first because they're less dangerous to get.



Once you're comfortably stocked up on health potions again, take the fight back to the Druid Sorcerer.



Attack the Druid Sorcerer from behind whenever you have the chance.



Keep hammering at the Druid Sorcerer to wear him down.



When he's had enough, the Druid Sorcerer floats up the steps into the temple.



When you follow him to the top of the steps, you'll find the door he entered is locked.



Turn to the left of the door and walk back along the ledge. Pick up the health potions along the way.



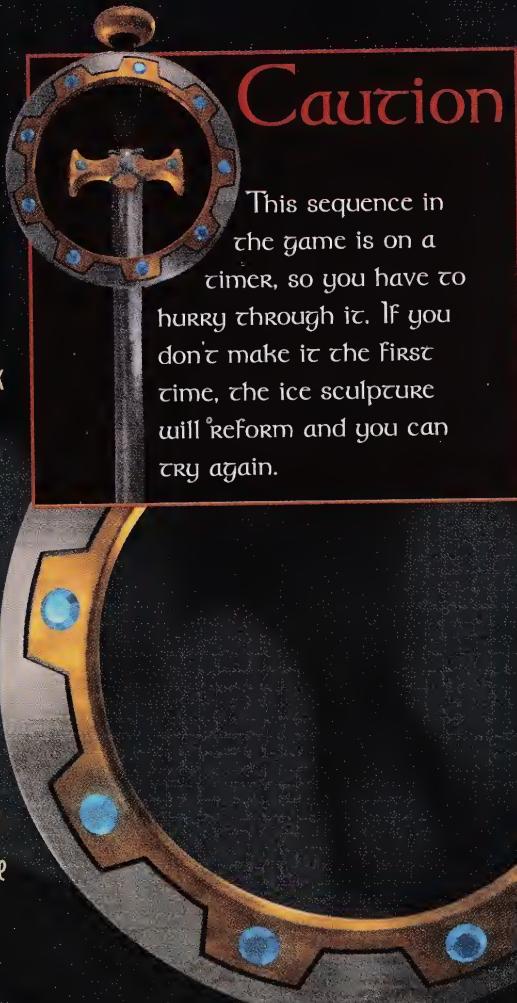
Kill the warrior guarding the ice sculpture on the ledge ahead.



Kill the knife thrower in the pit below, then leap across to the ledge with the ice sculpture.



Grab any nearby health potions then whack the ice sculpture.



Caution

This sequence in the game is on a timer, so you have to hurry through it. If you don't make it the first time, the ice sculpture will reform and you can try again.



Once you hit the ice sculpture, it opens the door the Druid Sorcerer went through.



Drop down over the ledge and run back to the steps. It's faster this way to get where you're going.



Run to the top of the steps and to the right to go through the open door. Stand ready on the inside of the temple room because the Druid Sorcerer isn't done yet!



To defeat the Druid Sorcerer here, look at the symbol behind him.



Then hit the matching symbol on the dais the Druid Sorcerer is floating over. This is a really good place to use your Golden Shield!



NOTE

This is also why you collected all those health potions!



Continue around the dais. Keep matching the symbols on the walls all around the dais to defeat the Druid Sorcerer.



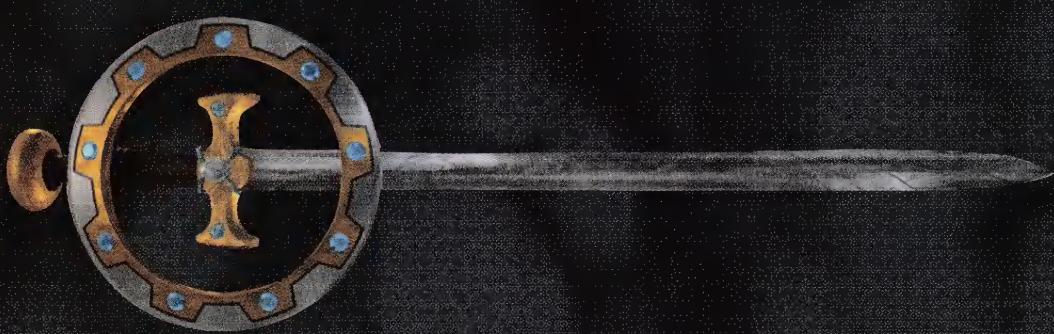
Orpheus steps out of the shadows and speaks to you.



He summons the Lyre to him.



Orpheus gives the Lyre to Xena to end the level.



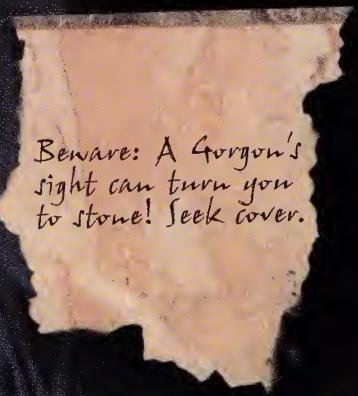
The Three Sisters



Limbing above the snow-line, Xena reaches the mythical Pinnacles Mountains. Legend has it they are populated by deadly creatures. Among them, the Three Sisters are the most foul.



Take the Scroll ahead on your left.



Break the nearby urns to get any health potions that might be hidden inside them.



Leap up the platforms.



Jump onto the big island.



The first Gorgon sister appears on the other side of the island.



Hit the Gorgon with the Chakram to slice her head off if you can.



Otherwise you'll have to battle her with your sword.

NOTE



If you can hit the Gorgon with the Chakram in the head and slice it off, you'll have a fairly easy win. Otherwise, the only answer is swordplay and quick movement.



Stay behind the Gorgon sister every chance you get, and avoid her deadly eyebeams that turn you to stone and kill you!



After you kill her, a gate opens at one side of the platform.



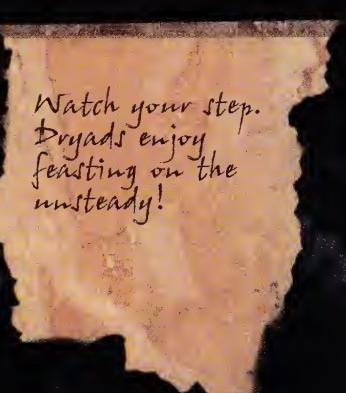
Before you go through the gate, go around and smash all the vases here to collect the power-ups hidden in them.



Don't forget about the ones on the side of the platform the Gorgon sister came from.



Go through the gate and make a running jump onto the pillar with the second Scroll.



Use the Chakram to kill the Dryad flying above the next mountaintop.



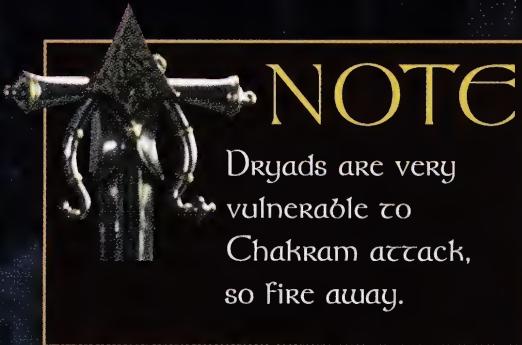
Leap over to the next ledge.



Follow the path up.



Kill the Dryads who attack you.



Keep following the path to the next structure.



TIP You can use the Chakram to smash the vases in the distance. That way all the power-ups will be ready for quick pick-up when you get there.



A Golden Shield power-up sits to the right of the little building behind a vase.



Take a running jump into the next area and be prepared as the second Gorgon sister makes her appearance.



After she dies, another gate opens.



Collect all the power-ups that might be in the vases in this area. Also get the Resurrection Jewel behind the stone block in the center where the Gorgon sister came from. Don't forget the Golden Shield by the little building.



Hop across the pillars to the next area.



Turn left to find another Resurrection Jewel in the doorway there.



This Gorgon sister also brings along some Dryads to further menace you.



Retreat to the doorway where you got the Resurrection Jewel for cover.

As soon as you get the Resurrection Jewel, the third Gorgon sister appears out of the same doorway. So get your sword ready!



NOTE

Take a look around and notice all the vases in this area. If you need a strategic retreat, head for them, break them open, and use the power-ups you find inside.



Use the Chakram to kill all the Dryads.



Then kill the third Gorgon sister.



The final door opens.



Go through the door.



Leap up onto the pillars and go!



Break the vases in the next area to grab the power-ups inside.



Watch out for the Dryads in this area.



There's a health potion on the ledge behind the columns near the exit.



Jump on the dais.



Walk to the center of the dais to end the level.

The Challenge



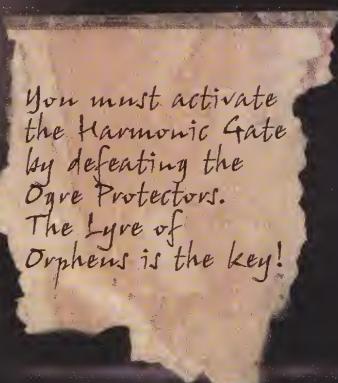
It is here that Xena must use her skill to unravel the secret to the Gates of Kalabrax. The Ogre protectors will not reveal these secrets without a fight. The Lyre of Orpheus is the key!



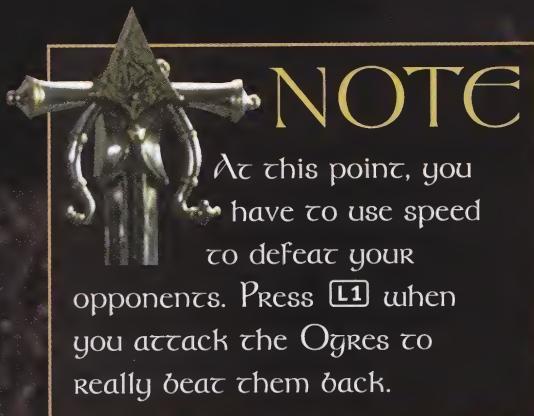
When you blink back into reality, you're standing on another dais.



As you look around, you see the Scroll in front of you and paths going in several directions.



Take the first path to the right and confront the first Ogre.



Keep hammering on the Ogre till you knock it over the edge.



Caution

When you get near the ledge's edge, let off the **L1** or you could go over the side as well as the Ogre. Getting around at this point requires caution.



When the Ogre goes over the side, take note of which musical note comes up out of hiding.

NOTE

The order in which the pipes come up changes each time you play the level. Keep a pencil and paper handy to mark them down if you're not sure you'll remember.



Return back to the dais that brought you here. Take the next path to the right.



Use the Chakram to shatter the vases by the columns around you where the first Ogre was.



Another Ogre lies in wait here.



Caution

If you find health potions in the vases, jump carefully onto the ledges to get them. Jump at an angle. If you jump straight at them, most times you'll go on over the side and die!



Use the same tactics as before to beat the Ogre backward. Speed plus an attack with sword or a kick will do it every time.



Caution

If you hammer an Ogre into a ledge or column behind it, the creature will *not* go backward any more.



Stay on the Ogre until you knock this one off the ledge as well.



The second pipe raises.

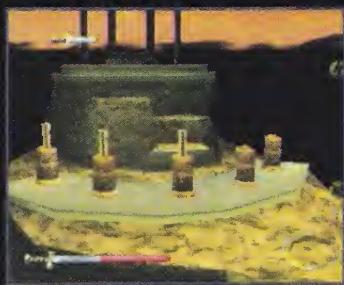


Move on up to the third Ogre by taking the next

path to the right. Leap across the ledges and knock the Dryads out of the sky if you have to. There's usually always a couple of Dryads with the third Ogre. Then pound the creature, driving it backward.



Force the third Ogre over the edge as well.



The third pipe raises.



Don't go back down the platforms that brought you up here yet. Find the second set of platforms that will lead you to a different area.



Hop across the platforms and continue forward.



The next area has a Resurrection Jewel and two health potions sitting out in the open. You'll find a gate key at the top. Grab them. Look behind the ledge to find a Hand of Zeus.



Go back down the platforms to the area where you encountered the third Ogre.



Use the Chakram to kill any airborne Dryads, then the sword for any that are brave enough to swoop down on you.



Take a long look up the fourth path to find the next Ogre waiting for you.



Attack this Ogre in the same fashion as the others, driving it repeatedly to a ledge.



Keep hammering the Ogre till it drops over the side.



When the Ogre is dead, the fourth pipe emerges.



When you walk near the gate at the back, the key you found with the Resurrection Jewel automatically unlocks it.



Before you go through the gate, search the ledges for health potions.



Go through the gate to challenge the fifth and final Ogre. Use the same aggressive tactics.



Keep whacking the Ogre to force it over the ledge.



Once you have the Ogre in position, hammer it on over the side.



The fifth and final pipe raises.



Shatter the vases around the area where you encountered the fifth Ogre to get any health potions that might be here.



Make your way back down the path to the dais where you arrived.



Stop at the signpost near the dais where you arrived.



Turn right and make a running jump to the next ledge.



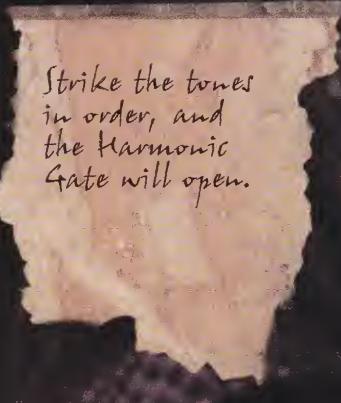
As soon as you get on the other side, Ares appears.



Ares tells you that Kalabrax is getting on his nerves as well and offers to help you.



Pick up the second Scroll ahead of you.

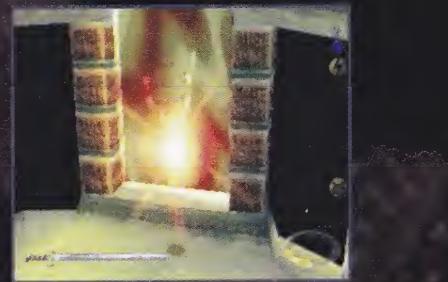




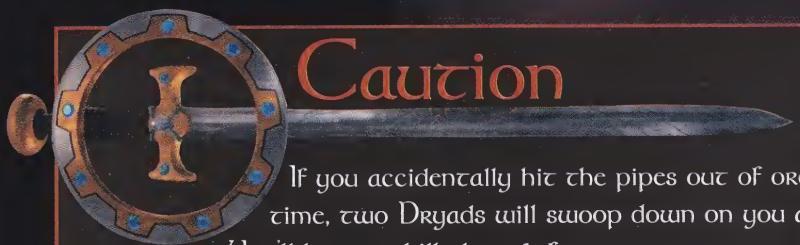
Now whack the pipes in the order that they came up.



Once you have dealt with all the pipes, climb the steps behind you.



Leap up and go through the Harmonic Gate to end the level. It's showdown time!



Caution

If you accidentally hit the pipes out of order at any time, two Dryads will swoop down on you and attack. You'll have to kill them before you can try again. And if you hit the pipes out of sequence again, you'll have more Dryads to contend with.



There's the Harmonic Gate ahead.



Play the Lyre of Orpheus by pressing **[SELECT]** and choosing the Lyre to open the Harmonic Gate.

Temple of the Pinnacles



Kalabrax has now assembled the elements of Ultimate Power. Gabrielle is moments away from sacrifice. It's all up to you ... Battle on, Xena!



The Harmonic Gate shoots you to a ledge on a high temple.



A sacrifice with Gabrielle in the starring role is in progress.



Writhing snakes hold Gabrielle down on the sacrificial table.



Kalabrax tells you that it's too late; she can't be stopped now!



Of course, you must prove yourself as the Warrior Princess. When you step into the temple, Kalabrax orders the two priests with her to kill you.



Square up with the sacrificial table and get ready to battle on!



Even before you start to approach, flames shoot up from the ground around the sacrificial table.



Kalabrax's two henchmen charge you. Use your sword to kill them.



Try to separate one of the Druid priests from the other if you can and take them out separately.



After you've dealt with the henchmen, Kalabrax charges out at you, slinging magic spells.



A Resurrection Jewel sits in front of the sacrificial table. Two health potions sit at either end. Grab them as you fight Kalabrax.



Keep fighting Kalabrax.



Use all the power moves you can against Kalabrax. Hold **L1** to speed up and do the rolling attacks.



NOTE

Putting Kalabrax up against the wall and beating on her till she goes down is usually a good strategy. However, you have to get a rhythm going and keep it up. If it goes against you, back away and try another attack.

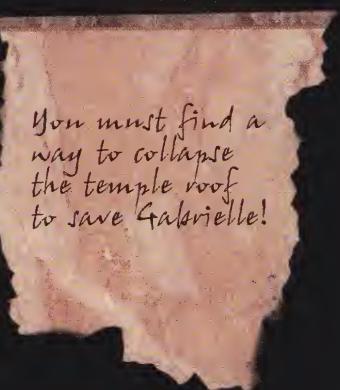


Keep attacking Kalabrax till you put her down.

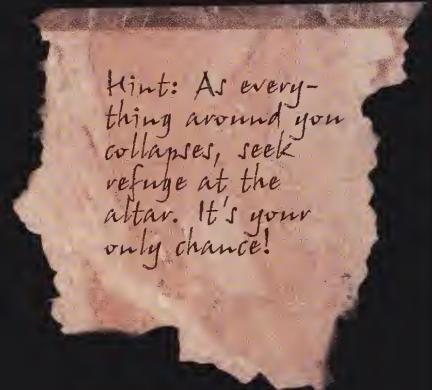


NOTE

After Kalabrax is down, go to the corners on either side of the temple at the end where the sacrificial table is to collect the Scrolls. If you don't get the Scrolls, you won't get to see the special ending when you finish the game.



You must find a way to collapse the temple roof to save Gabrielle!



Hint: As everything around you collapses, seek refuge at the altar. It's your only chance!



As you go to free Gabrielle, magic fills the air behind you.



Kalabrax rises behind you, in a brand new, and much deadlier form.



Run around behind the sacrificial table to collect the Golden Shield if you haven't already got it.



Get the Golden Shield and use the sacrificial table for some temporary cover.



Use the Golden Shield to escape Kalabrax's new shape. Run into the center of the temple.



The strategy now is to lure Kalabrax into chasing you and slamming into one of the temple columns to break them.



NOTE

Luring Kalabrax after you and leaping out of the way at the right time isn't as easy as it reads on this page. First of all, Kalabrax is much faster than you are, so don't get involved in a footrace against the creature OR you'll get stomped flat quick!

Use the dark blue-green line around the outside edge of the temple floor to mark your spot. Depending on the view you get, the columns sometimes disappear from your sight, and you may not know where they are when you get in a rush. However, when you stay on the line around the floor, you're sure to be close enough to the columns to create a collision that will take out a column or two.

Use side-jumps to get out of Kalabrax's way faster. Experiment with your own jumping skills to find out what works best for you.

If you jump too late, you're going to end up getting caught on Kalabrax's horns. At that point, there's a good chance you'll get thrown over the side.

It's actually a good idea at this point to use the Options menu and set the DEFAULT MOVE to RUN. You'll be able to move much more quickly without wrapping a finger around **L1** and tiring your hand quickly. The downside now is that you're prone to falling off the edge if you get too close.

You have to lure Kalabrax into knocking down 10 columns to cause the ceiling to fall.



Keep luring Kalabrax into the columns and leaping out of the way.



Dodging away from



You have to lure Kalabrax into breaking 10 of the columns around the temple.



When the 10th column has fallen, the temple starts crashing down around you.



With the temple crashing down around you, retreat to the sacrificial table where Gabrielle is tied up. It's the only safe place in the whole building.



Stay with Gabrielle as the whole temple comes down.



The destruction of the temple continues until only rubble is left.



Xena pushes up from the wreckage.



In seconds, Xena is reunited with Gabrielle. Kalabrax is dead.



Gabrielle starts griping about how bad it was being the hostage.



Xena shows Gabrielle just how tasty snake can be. Just like chicken!



The two friends take to the road again, off to new adventures.

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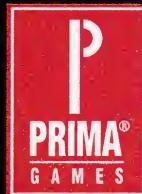
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